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ELECTRONIC GAMING MONTHLY

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STREET FIGHTER 2 CHAMPION EDITION

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ZELDA 3 • HOOK

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June, 1992

Volume 5, Issue 6

06



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JUNE, 1992

ELECTRONIC GAMING MONTHLY - NINJA TURTLES 4 SPECIAL

NUMBER 35

Our Critics Talked About Us So Much We Started Rippin' Them.

Castlevania IV. The year's best action adventure game for any system has arrived.

Game Pro



Castlevania IV is the first REAL reason to purchase a Super Nintendo. Konami took the time to take full advantage of the SNES's 16-bit technology.

Game Pro

*The mode 7 effects are incredible.
Castlevania IV takes video gaming
to new heights.*

Electronic Gaming Monthly



ACTION/ADVENTURE
GAME OF THE YEAR AWARD
&
SOUND ACHIEVEMENT AWARD

Game Pro Reader's Choice Awards



It's Konami's feast of graphics and gameplay that will haunt you until the moment of victory.

Super NES Nintendo Player's Guide

Challenging and interesting game play make Castlevania IV live up to its heritage.



Great sound effects like the whip and howling of wolves will send chills up your spine.

Super NES Nintendo Player's Guide

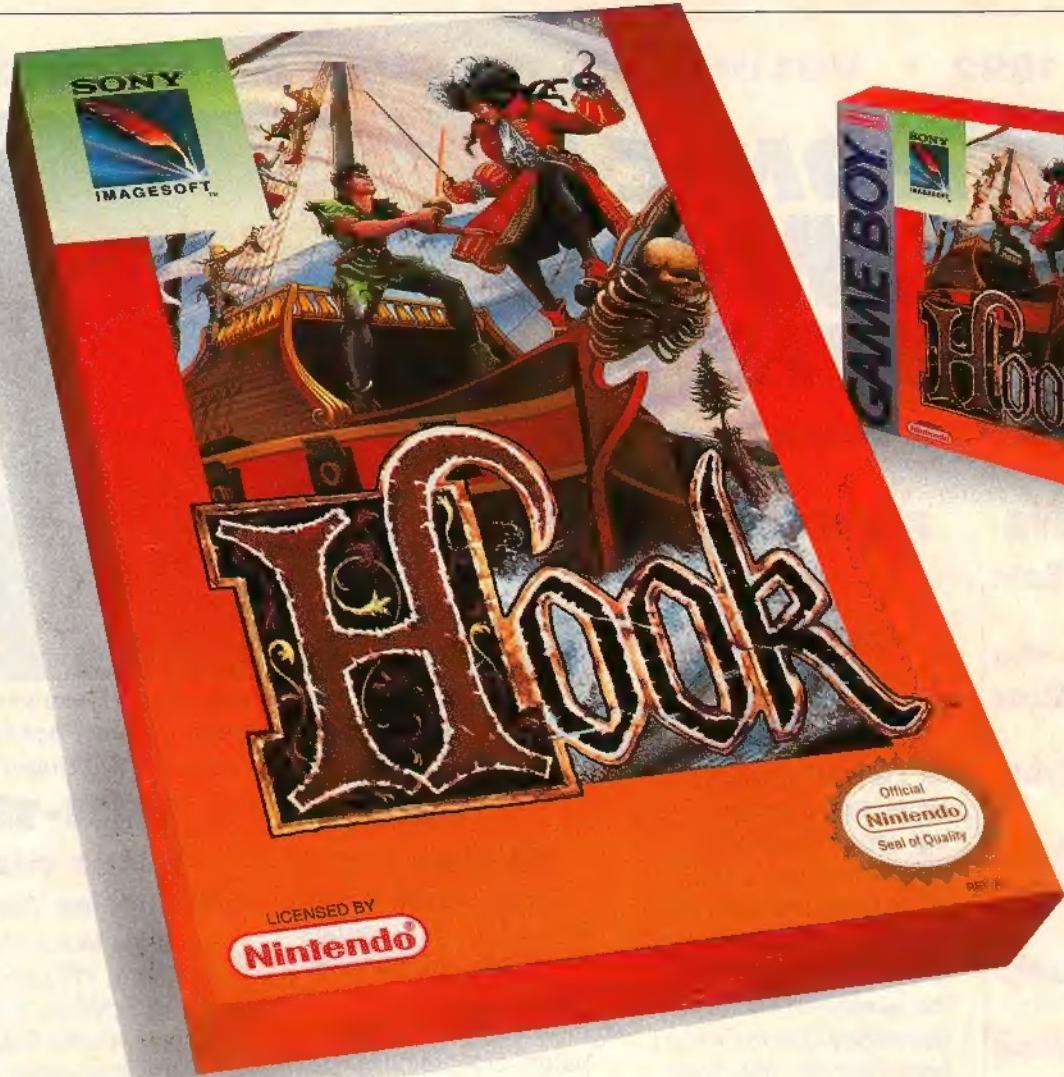


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The most infamous pirate of them all

the mast. As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment. Hook, the video game. Multiple levels of incredible excitement. Fantastic graphics. Available now for NES and Game Boy. Get Hook. Before Hook gets you!



Walking the plank



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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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EGM Express

Tons of new technology will be coming your way! Check out the schematic for the **SUPER NES CD-ROM**; the specs on a new top secret Electronic Arts/Matsushita all CD-ROM game system; the whole story, with pix, on the Capcom SF2 controller; the latest info on the new GameBoy Game Genie from Galoob, and more!

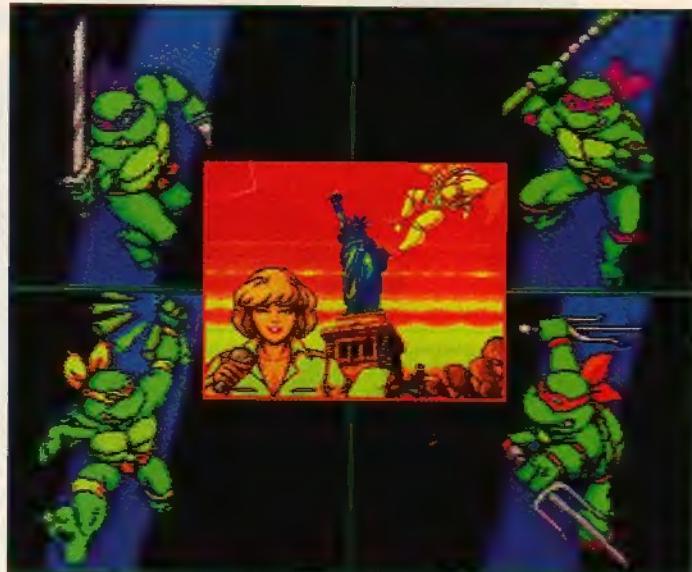


Find out about the 21 MHz coprocessor being built into the S-NES CD-ROM!

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Leading Edge

The action is nonstop with even more awesome arcade coverage on **Street Fighter 2: The Champion Edition!!** Also, discover the latest fighting challenge from Alpha called Ninja Commando for the Neo-Geo. Get a first peek at the new vertical shooter Sonic Wings, and the thrilling Dark Seal 2!



The turtles are back in their finest form yet! Don't miss our special expanded 4 page Fact-File on T.M.N.T. 4: Turtles in Time - for the Super NES!

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Super Play

Those two club carrying, Stone Age, dino fighters Joe & Mac are here, and they are ready to save the cave babes! Pour over four pages of incredible strategies and maps that will lead you through the many levels of prehistoric lands and seas. Part 1 of 2.



Check out the new character ratings for Street Fighter 2: Champion Edition!

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Game Over

Be sure to take a look at the incredible ending of **Zelda3: A Link to the Past**.

COVER:

The bad guys are quaking in fear as the turtles are back in a new 16-Bit S-NES powerhouse - **T.M.T.4 Turtles in Time**.

108-180

Fact Files:

Super Nes Times:

Teenage Mutant Ninja Turtles 4, Wings 2, Hook, Super Bowling, Super Soccer, Battle Blaze, NCAA Basketball, Magic Johnson's Super Slam Dunk, Combatribes

Nintendo:

Dragon Strike, Mr. Gimmick

Sega Genesis: Bart vs. The Space Mutants, Shining Force, Barcelona '92, Side Pocket, Dragon's Fury, Slime World, Fighting Masters

Turbo Champ: Bonk 4, Falcon

Game Gear: Aerial Assault, Barcelona '92

Neo Geo: Last Resort

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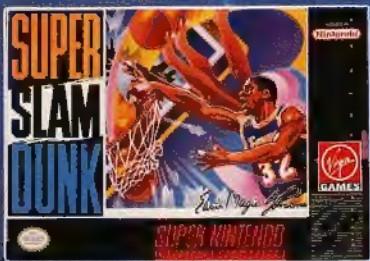
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EGM

A SENDAI PUBLISHING GROUP, INC.
PERIODICAL

June, 1992

Volume 5, Number 6

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SOMETHING FUNNY HAPPENED ON MY WAY TO THE CONSUMER ELECTRONICS SHOW...

As all die-hard EGM readers know by now, the Consumer Electronics Show is the definitive showcase for everything new in video games. Both good and bad softs receive equal attention in the spotlight of new products at the CES, providing gaming editors like myself with an unparalleled opportunity to see into the future and test firsthand what promises it holds.

It's also a decent place to pay twelve bucks for a piece of pizza in a cafeteria with inadequate seating.

But what's more important than the open bazaar spirit of the show is the ways in which it consistently, year after year, manages to instill new faith in the video game industry to those who are lacking, and focus even stronger attention on those products that are worthy of additional attention. It also provides EGM with a chance to visit the 100+ booths and display areas throughout the convention hall and surrounding hotels to snap the first pictures of the games you'll be playing tomorrow. In short, the CES not only succeeds as a trade show that caters to the movers and shakers in the video game industry that get the hottest titles from computer screens to store shelves, it also provides a unique chance for video game publications to pass on a sneak peek at what's just over the horizon.

But something funny happened on my way to this year's show. The organizers of the CES decided to unlock the doors which had, since the show's inception, kept the public from getting a direct look at what the future had in store for all of us. The 1992 Summer Consumer Electronics Show will be open to everyone - and everyone will be highly surprised to see just what the CES is all about.

For the game player it will undoubtedly prove to be the ultimate video game wonderland. Those lucky enough to attend will be privy to the first information on hot hits like Street Fighter 2, Turtles 4, Batman Returns and Sonic 2. You'll also see the American version of the Mega CD-ROM drive for the Genesis in action and get special screenings of the GameBoy Game Genie, Sony Play Station and new TTI Duo game machine. The CES will provide all who attend with the sensation of exactly what it's like to be the editor of a video game magazine. Even though our editors have played many of the biggest titles for months, there will still be many more softs and hardware previews that the EGM cameras have never been exposed to before.

And for those of you who do attend, you can sure bet that EGM will be there on the floor with you! In addition to passing out preview copies of the July edition of EGM to qualified readers, our booth will contain many other special surprises ranging from a Street Fighter 2 competition (with a Street Fighter 2 arcade game and Street Fighter 2 Super NES carts as prizes) to a sneak preview of what is sure to be one of the hottest video game magazines ever produced! In short, EGM is as excited to see you coming to the CES as you are, and we won't disappoint!

For those of you who can't make it to the Chicago party, don't worry! The EGM cameras will take in every new game, just as we've done in the past! We'll also deliver all the excitement from the show next issue in a special 32-page collector's magazine that highlights everything video games have to offer in the months to come! We look forward to seeing you!

STEVE HARRIS
PUBLISHER

Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



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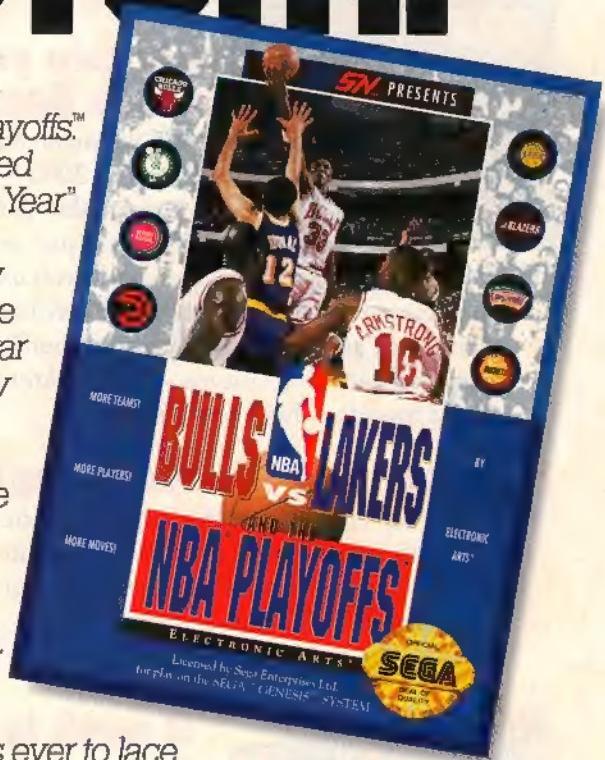
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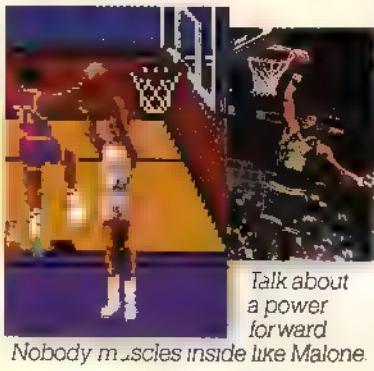
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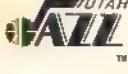
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INTERFACE: LETTERS TO THE EDITOR

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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface Letters to the Editor, Senda Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

STREET FIGHTER 2 FEEDBACK...

O.K., this time you guys have really outdone yourselves. And I'm not just saying this to get into your mag either. But anyway, I just wanted to let you guys know that you're doing a great job on covering the arcades and reviewing the games that EVERYONE likes. Oh sure another mag could cover SF2 with a couple of pictures, but you guys did a whopping 15 pages on it!!! How did you get so much information in just one issue when no one even talked about it?

**Craig Wilson
Fort Lee, NJ**

I had to write to you guys to compliment you on your SF2 coverage in the April issue. You guys had the first in-depth coverage of the mega-hot SF2 for the S-NES. As far as I'm concerned, EGM rules.

**Jerett Blaskey
Campbell, CA**

Honestly I love your magazine and I love your reviews and it blows every other mag away. But frankly for about the last 6 or 7 issues something is really pissing me off. I am sick and tired of hearing about SF2. You spend too much time on that "16 meg wonder". If you ask me it is a mindless punching, kicking game with an old idea with a couple of neat tricks. Spend your time on other stuff like Genesis not the S-NES.

**John Mullin
Bayport, NY**

I just called Capcom and I got disappointed. Since I heard about SF2 Champion Edition, I wanted to know what system it would be coming out on. They said it would NEVER be coming out for any home system. They also said that none of the new features of the Champion Edition were put into the S-NES version. You have always been able to get the straight scoop, will the Champion Edition ever come out?

**Alex Rogue
Hialeah, FL**

The world's most popular game has to be SF2. I can't count the hundreds of dollars I have poured into the arcade machine. Then last month I saw your great 16 page insert on the game and I decided then and there that I will sell my Genesis and buy a S-NES. This game is hot. While I applaud your extended coverage of the S-NES game I can't help but wonder if you being paid by Capcom to hype it up. What causes me some concern is the fact that none of the other magazines have had the coverage that you have. Sure, Mr. "I won't publish it till it is in the WorldBook" hasn't done anything on it, as expected, but I find it hard to believe that the other 2 mags haven't done anything on it at all. Explain yourself!

**Daryl Stenberg
Kinnelon, NJ**

I noticed that you made an unusual statement in your April 15 page blowout of SF2. You wrote in Guile's stats that he served in the Special Forces in Vietnam and, that he was born in 1960. The last American troops were pulled out of Vietnam in 1975 when Guile was only 15. Did you guys make this up?

**Josh Raymer
White House, TN**

(*Ed. The reader response to our lengthy SF2 coverage has been phenomenal! Well over 99.9% of the letters were in favor of it and we really had to search long and hard through the mailbag to find a negative letter like John's.*

We here at EGM are gamers and we like to believe that we can tell if a game is good or bad. SF2 is better than good, it is spectacular, and when a game is that good we want to tell everybody, everything we can about it. In this case it took a special trip to Capcom to do it.

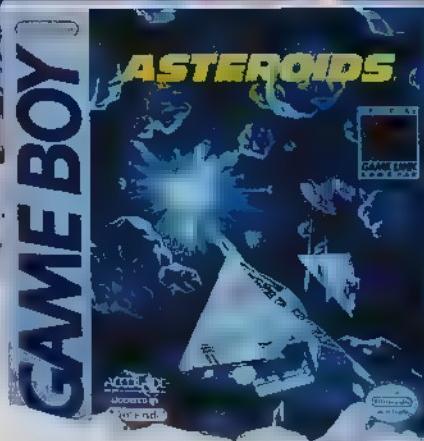
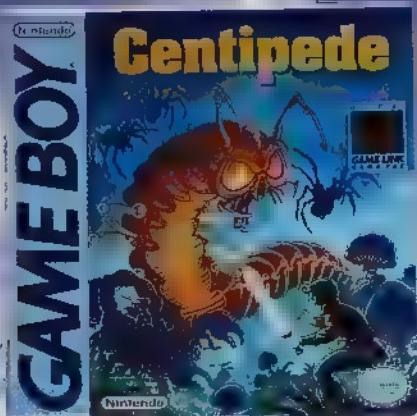
Here is the scoop. As you can guess the security on this game is intense. Back in February there was only one copy in the U.S. and it was at Capcom; and it was to stay at Capcom. There wasn't any exclusive granted as all of the magazines could go there to play the game and take photographs. Two mags were just a short distance away and we were 2,000 miles away. Distance aside, it didn't take too much to convince Steve to let us go. The rest is history - a lot of photos, a couple of interviews and 15 pages in the April issue. We can't say why we were the only mag to cover it in detail. Perhaps after it is out in the stores...

There is no hard evidence that SF2 Champion Edition will be coming to any home system. You name the rumor and we've heard it also - Mega CD, TurboGrafx CD and even the Lynx! As of this point in time (there may be some BIG surprises at CES) there is only one home version and it is the S-NES game.

We noticed Guile's age discrepancy when we got the text from Capcom on the player profiles. Unfortunately the profiles were created by Capcom of Japan and, even to this date we don't know why they showed him as a 'Nam vet at age 15.)

INTERFACE: LETTERS TO THE EDITOR

COOL



If you're into awesome action, these three Arcade Classics are so hot they're cool! Just think of it! All the great elements of the coin-op versions are now yours to enjoy on your Game Boy.®

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CIRCLE #201 ON READER SERVICE CARD

OOGO

T IV



Will

You think you can handle Ogopogo, I
you and dice you, there are 200 or so
who'll be glad to have you.

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POCO VE'OS

You?

huh? Well, if he doesn't slice so other voracious creatures you for lunch. Burp.



FANTASY VII

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SQUARE

APRIL FOOL...

You guys are brutal. I was about to head down to the local arcade to spend BIG money to fight Sheng Long when I realized that no state is abbreviated "HA". Being from Hawaii saved me from bankruptcy. It was pretty funny seeing all the other SF2 junkies futilely trying to get through 10 perfect rounds with M. Bison, though. Cruel, too cruel. Yet funny in a sadistic sort of way.

Jeremy Niwa
Honolulu, HI

I just had to write you about your April Fool's trick. It has to be Sheng Long. I believe that this to be this year's prank (and perhaps the prank of the decade)! The key is in the pictures. In photo 1, when time expires Ryu is no longer in his fighting stance, but stands with his arms folded. Also the LAST place Ryu and Bison would end up after a draw would be their exact starting positions. Photo 3, When looking at the spire on top of the building behind the "E" in Sheng Long, it has completely disappeared. One should see a partial piece of the spire through the "E". Finally although Sheng Long appears no larger than Ryu his shadow is the same size as Bison's. Am I right?

Grant Kumagai
Scarborough, Ontario

(Ed. This is just a sampling of the letters we received on our April Fool's contest. Not everybody guessed the SF2 pix as the joke though. Out of the thousand + letters we really got some strange entries. Some of the interesting, but incorrect guesses include: the Lenus Next Wave; one of the Camerica ads; the Game Gear on TV EGM Express; the Take the A Train international file and the whole Power Punch fact file. Until next April...)

RGB ON S-NES...

A few months back you talked about a company which would make RGB cables for the Genesis system. At that time you stated that S-NES cables would be out in the near future. I don't remember the company and are the cables ready now. My monitor (Com-

modore 1084) doesn't have a Super VHS input otherwise I would use that Super Nintendo cable. Can you help me?

Patrick Kries
Little Rock, AK



Redmond Cable has RGB cables for both the S-NES and Genesis.

(Ed. No problem Patrick. The name of the company that makes all the cables is Redmond Cable. They have two offices. To serve the East Coast call (615) 478-5760. For the West Coast call (206) 883-1430. They have the S-NES RGB cables for many different monitors so it is best to give them a call. Expect to pay about \$40 to \$50 for the cable. We have their 1084 RGB cable and it works great!)

PROFITABLE TRICKS!...

I just had to write to you to tell you that you have the best tricks section in the industry. I even have been able to use it to get me some free prizes! What I have noticed is that your magazine comes out at certain stores a week before it comes out in other stores. As soon as that store gets it in I buy it and search through it for the really hot codes. I then copy them down and Express Mail them to the other magazines. It got me a some free prizes!

J. Thomas
St. Louis, MO

(Ed. Uh...thanks for the compliment. I think. Any way, you can always count on EGM to get you the very latest in the hottest tricks and passwords. One note of caution. Don't expect them to be excited about getting passwords. After they got nailed for running our 'set-up' David White code they are now a little gun shy about doing it again.)

MEGA CD COMPATIBILITY...

I am very upset about what I read in the February issue of EGM regarding the Genesis Mega CD drive. Twice in your magazine you mentioned the fact that the old Altered Beast [Genesis] systems will not be compatible with the Genesis Mega CD. For owners like myself who bought the system when it first came out, Sega has made it impossible for us to utilize these new drives. Does Sega really expect us to shell out \$300 to \$370 for their CD drive, then spend another \$150 for a second system?

Scott Gordon
Reston, VA

(Ed. Sorry if we didn't make the point clear Scott, but we didn't say that the old Altered Beast Genesis system wouldn't be compatible with the Genesis CD-ROM. Rather, we stated that the [Japanese] Mega Drive Mega CD-ROM would not be compatible with the Genesis game system. Sega of America has every intention to make sure that all U.S. Genesis systems (both the old Altered Beast and the new Sonic systems) will be compatible with the new Genesis CD-ROM.)

THE MISSING GUY...

Yo! There is a burning question that I just absolutely need answered! In a back issue of EGM you stated that there was a game called Final Fight Guy. It had the one missing dude from the S-NES version that was in the arcade game. Is this cart just a reissue of Final Fight? Will it be 2 player? Will Haggar and Cody be in it too?

Daryl Brownell
Toledo, OH

(Ed. The game for the Super Famicom is called Final Fight GUY. As the name suggests the person (Guy) left out of the S-NES version is now in this update. Now Cody is the one who is left out of the new game. The levels are the same except that there is more background detail. There are more things that you can pick up too. Unfortunately it still is only a one player game. Capcom states that they will not bring that version over to the U.S.

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WHERE IS?

My hands are trembling as I type this. I just sent off a letter to you a few days ago, but I just got my hands on your phenomenal May issue and I must thank you for giving me a reason to go on living.

In the May issue your coverage of Techno Soft's Thunder Force 4 absolutely floored me!! They are the greatest video game creators on the planet, and I am confident that their masterpieces will be released in America. I have asked before, but why has Elemental Master not been released? It is so perfect! What is the problem? Please do an article on the life and times of Techno Soft. Please clue us in on the situation.

Michael Owens
Walls, MS

(Ed. As you know, Elemental Master hasn't been released in the U.S. yet. When it first came out in Japan it sold quite well. However, it appeared at a time when everybody was bringing out a new shooter and Technosoft just didn't think it would do very well in the U.S. If you really have to have the cart you may want to order it through one of the mail order companies. It is quite old and you should be able to get it for a good price. Thunder Force 4 is very new. We were only able to get our hands on a few screen shots and it is still too early to tell if it is going to live up to the Thunder Force tradition. Also, since it is so new no plans for the U.S. market have been made. It may appear at the Summer CES, and if it does you can be sure we will be there with our cameras.)

UNFAIR TO CANADIANS?

I am writing to you about your video game high scores. Way back in your October issue you said that you didn't put any restrictions on Canadians in your contests.

But the fact that we must include a S.A.S.E. to get our official contest order form puts a restriction on us Canadians because there is no stamp in Canada that I can use that will work in America.

To top it off, I was real mad when I

received my February issue and found that I would have won third prize in Castle of Illusion as my score was over 2 million. I hope you can solve this problem not only for me but everybody who lives outside your country.

Nathan Hortness
Petawawa, Ontario

(Ed. Sorry to hear that you missed out on winning one of our contests just because of a stamp! There is a real easy solution to your dilemma (and anybody else's in the world). All you have to do is go to your local post office and ask for an International Reply Coupon. Tell them that you want the equivalent of airmail postage from the U.S. to your country and they will advise you as to how many I.R.C.'s you will have to send.)

MEGA CD...POPULAR?

Let me start off by saying these few, basic words: EGM Rules. There's no doubting it. You guys have all the info and pictures before anyone else does. Like many I am eager to purchase the long awaited Sega Mega CD-ROM machine. It'll wipe out the competition, no sweat. It looks as if it is doing pretty well in Japan, but no magazine has yet confirmed its holding place on the market. Is it not doing as well as it was expected? Or is it toppling the competition? Since you guys have all the right answers with no lies included, I thought I'd bring my question to your attention.

Christopher Friedberg
Bensalem, PA

(Ed. I wish I had good news to report Chris, but the honest truth is that the Sega's Mega CD-ROM is not doing that great in Japan. It started out hot with the first batch of units selling out in a few hours. There were a couple of pieces of software in the stores when the system came out but the new software stopped. Without good games, the system's popularity declined. During our last trip to Tokyo in March, we were very amazed to see the Mega CD heavily discounted and selling for about \$250. All of the Japanese licensees are working on Mega CD software, but when the next

generation of software appears in the stores later this year, it is very likely that the system's sales will pick up again.)

NEW AT THE ARCADES...

You guys are the greatest! I remember a while back you hardly ever covered the arcades and another mag had the coverage (albeit 4 months old). Now you are easily the number one mag, as demonstrated by your Street Fighter coverage. The others are now chasing you. Has there been any new developments beyond 32 bit machines that we should know about?

Sidney Sterberg
Canton, OH

(Ed. Sega has just demonstrated some new technology which should help make certain simulations (especially driving games) even more real than the current Rad Mobile etc.

This new system incorporates 3 boards in one. The first is simply called Model 1; the second a CG (Computer Graphics board) and the third - a modified System 32 board.

The Model 1 is a practical (and economical offshoot) of their Virtual Reality concept.

The CG board is an ultra fast processor which can handle 120 megapixels per second and 16 million colors. This represents an image about 4 times as detailed as previously was possible.

The modified System 32 board now includes the ability of handling two "Wide Vision" (using the new 16:9 aspect ratio) 36 inch monitors side-by-side simultaneously!

Whew! The first game to use all of this is called "BV" (for Beautiful Vision). This is a super real formula racing game that blows all others away.

In other news Sega recently showed a new System 32 game: Golden Axe: Revenge of Death Adder.



Sega's new Model 1 system board

F1 FASTEST RACE

Authentic F-1 action down to the last detail!

Race against time or against a friend!

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CIRCLE #106 ON READER SERVICE CARD



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Printed in Japan

EGM EXCLUSIVE!

MEGA CD ROM UPDATE...

I am beginning to get very concerned about Sega, its games and the new Mega CD-ROM. What really bothers me is the fact that YOU, the editors of the number one game magazine have heard nothing! Does Sega still exist? Please find out what is new and tell me something?

Nathan Maas
Brooklyn, NY

Help! I need information! All my friends are raving about how great the new Super Nintendo CD-ROM is. They are talking about specifications that are better than the Mega CD. How can this be? You are no better! First you were bragging about how good the Mega CD specs were and now it seems that you are taking Nintendo's side. Are you a fair weather fan and side with whatever is newer and more newsworthy? I haven't seen anything new about the Mega CD in your elite magazine in months. Do something!

Bryon Snyder
Spokane, WA

I want to compliment you on your great Sega coverage. You have always been the first to give us the news. Your Mega CD story was right on the money and the incompatibility of regional CD's saved me (and lots of other players) a lot of money. Your Wonder Mega article was insightful and unique. Nobody else has even mentioned the Word Wondermega yet alone an indepth article. Keep up the great work on the on-site interviews. They lend a great deal of credibility to your stories. Where the other mag will list a few vague sentences you tear the subject apart and show your staff actually playing the unit! Keep up the great work as I know you will!

Ron Moore
El Paso, TX

LAST MINUTE UPDATE:

Capcom has just announced that it will be releasing later this year, a SNES football game endorsed by the NFL! It will be called Capcom's NFL Football. Hmmm...that makes both Konami and Capcom with the same game, on the same system, with the same endorsement and name!



The new Sega CD (name change) will sell for \$299 and come with 3 CD's!

(Ed. We are as concerned about the future of Sega as you are. Believe me, Ed has made it a full-time job searching for the latest info on all of the CD-ROM systems. What gets printed is not determined by choice but rather, by what is available from all of our sources. As we have reported in the past, Sega has imposed very tight security on anything they will be showing at CES. This includes their CD unit.

There is good news though. Although Sega has cut off the U.S. press they can not control what goes on in Japan and England, so Ed has been spending a lot of time on the phone getting the information that Sega doesn't want us to have. This is the latest from our World Net™ sources:

SEGA CD-ROM...!!

Sources in England are reporting that Sega has changed the name of their CD-ROM system. It no longer will be called the Genesis Mega CD-ROM. The new, official name for the U.S. will be Sega CD.

Japan is reporting in with the ultimate in hot juicy top secret info!!!

Sources at our World Net™ participating magazines are telling us that the new Sega CD will retail for \$299 in the U.S. Although somewhat higher than the reported \$200 for the Super NES CD-ROM, Sega is rumored to be making up the difference with three pack-in discs:

1) To demonstrate the spectacular abilities of the nongame CD portion of the Sega CD system, Sega is rumored to be packing-in a CD+G(graphics) disc which will

include various types of music selections, with short still-frame video clips that match up with the tune and play on your TV.

2) As we reported in the past, Sega will take some of their hottest cartridges (titles unknown at present) and pack them in on one CD. NOTE: These will not be new games, rather they will be just direct transfers with no graphic enhancements or changes to the games. No word on whether Sega will trash the game music and replace it with new super stereo CD music.

3) There will be a pack-in CD game. Sources inside Sega confirm that nothing new, that is really hot, will be available by September. That leaves only games from third party companies. With nothing 'spectacular' already out (or soon to come) in Japan, that leaves companies like Icom, Virgin or Acclaim who could have a game ready. We strongly believe that a Sega CD version of Sherlock Holmes Consulting Detective or Terminatoir or Bart Simpson will be the pack-in disc.

4) Rumors persist that Sega may at the very last minute (depending on if they can find out if the \$200 Nintendo CD-ROM price is real) sweeten the deal a bit further. They may (in the U.S. tradition) throw in a game cartridge as a super bonus!

SNK HOLDS TOURNAMENT AT NOTRE DAME UNIVERSITY

SNK held a Neo-Geo contest at Notre Dame Univ. on April 24, 1992. Students got to try out the newest in software and had the chance to win a NEO-GEO gold system. Over 500 students attended this event.



Robert Nava won the NEO-GEO Gold system at the Notre Dame tournament.
Continued on Page 163

CHOOSE YOUR WEAPONS.



STRIKE GUNNER

SGS



You've never seen 2-player space combat action like this before. A huge, hostile war force has invaded beyond this planet, threatening the very survival of the human race. The greatest minds of Earth have developed the weapons needed to end all weapons. Strike Gunner. With them running, only two could be born — but those two can combine at will into one superfighter, of immense power. With an arsenal of offensive and defensive devices at your command, find your own unique tactics and skill, and dominate the Earth may be yours.



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Check 'em out.

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newest hit for the 16-bit, you call the shots and control all the action: the starting lineup, your batter's slugging power, the spin on the curve ball, even your player's dive for a shot up the middle.

With Soccer Mania, for GameBoy, you take the field against six of the world's toughest teams. Then it's your job to kick, pass and dribble your way to the world cup championship.

On the action/adventure front, for NES and GameBoy, both Hook and Hudson Hawk will



PACKED!

get your blood pumping.

In Hook, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you also board Hook's ship and

square off in a duel for the fight of your life. (It's a good thing you can fly!)

Hudson Hawk puts you in the shoes of the world's most famous cat-

burglar. As The Hawk, you have to outsmart world-class criminals and sneak through traps, tunnels and airshafts to steal the secret device that will save the world from ruin.

And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft. If it's action you want, we've got it.



REVIEW CREW



GAME OF THE MONTH

BULLS VS. LAKERS

E.A. scores again! If there is anything that they do to perfection it is sports! This Genesis sequel does not just equal its predecessor, it surpasses it! Game play is near perfect and the all important defense has been radically improved. Throw in the other new features and it isn't too hard to see why this is the best basketball game on the market!



STEVE The big burrito has been pondering the future of video games this month. His conclusion: the world needs a 32-Bit Pong.



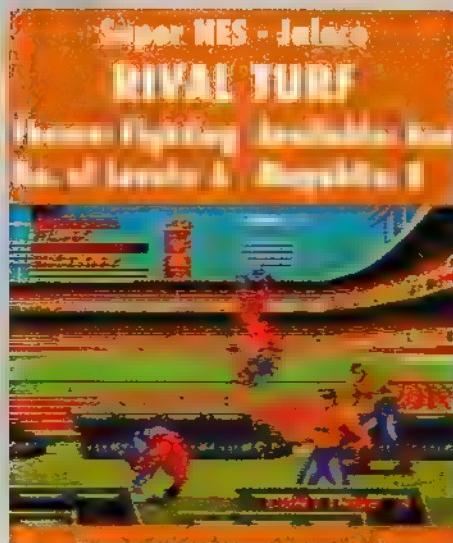
ED Ed thought he had it easy just searching for the S-NES CD-ROM. Now he needs to chase both Sony and E.A. for theirs.



MARTIN Martin wishes to thank all the readers who mailed in band-aids. He's real happy now that Konami will be doing Axelay.



SUSHI-X is sharpening up his Street Fighter 2 skills. He says he will stop in at CES to take on all those who think they are good.



Rival Turf from Jaleco is the latest addition to fighting games on the Super NES. The streets are crawling with enemy thugs and it is up to you to stop them! You can take on the enemy by yourself or bring along a friend for some exciting head-bashing two player action! Over 20 different moves are at your disposal during the six stages of action! The streets are tough, but show them all that you are tougher!

Rival Turf attempts to duplicate the look and feel of other, more famous, fighting games like Street Fighter 2 or Final Fight. While the game is not bad by any sense of the word, it lacks the flair needed to make it stand out from the rest of the genre. And that's only if you feel obligated to have every fighting game.

Rival Turf is a very good two player fighting game. The characters are large and the animation is quite smooth. While there could be more moves, the ones that are there are very effective once mastered. Pounding up your friend as you play can be fun, and it guarantees a few laughs in an otherwise serious type game.

Rival Turf does a good job of emulating Final Fight and adds a two player feature. The game plays very good, but there are even less moves and that makes the game a little too easy. The graphics and sound are above average, but I was very disappointed at the slowdown in the two player mode.

I am sorely disappointed with Rival Turf! The graphics aren't the best ever seen, and the music lacks variety. The two player mode is OK but not spectacular. Just having a two player mode is good though, as it can be a fun game when playing with a friend. As a one player fighting game it is only average.



In Might and Magic II: Gates to Another World, you embark on a mission like never before! You and seven other party members must set out on a voyage to locate the Gates to Another World. Along the way, you encounter countless beasts and creatures out to stop you. Purchase new items at shops located in the Overworld with gold collected from fallen enemies. For a real challenge in RPG's, look no further!

Might and Magic on the Super NES does succeed in duplicating the look and feel that the M&M games are known for. While I was looking for the Super NES to take the concept of the game somewhere new, the adventure here should please fans of the original, but a bad RPG, but also not the type that blows me away.

This version of M & M is what I am looking for in a hard core RPG. It is definitely for serious players only, and those who buy it should set aside a very long time to get into the game. The quest is enormous, and you certainly won't run out of enemies to fight. Overall a faithful conversion of the series with S-NES graphics.

Might and Magic is for hardcore RPG fans only. Setting up your party of characters is cool and there are plenty of monsters to battle. The graphics are plain and the first person view could be better for a 16-Bit cartridge, but it is long, but it seems to be overdone. I need more action in a game.

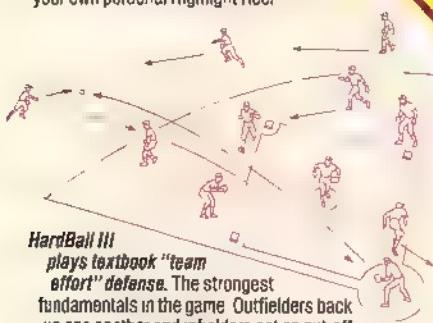
Might & Magic is a classic RPG with tons of monsters and many hours of fun! This is hardcore RPG action, topped with 16-Bit style, albeit first generation type programming. Still, it is a must for all RPGers and it should do well in lieu of the recent deadline on backs of some hot titles on the horizon.



▲ HardBall III takes a full cut at major league realism. A power line-up that includes printable stats, standings and box scores; the ability to import data from HardBall II™, Earl Weaver II™ and Tony LaRussa™, plus a Team & Player Editor that allows you to alter everything from team logos to a player's ability.



▲ HardBall III zooms in on the bang-bang plays. Five camera angles cover the entire ballpark. Watch instant replays and save the best for your own personal Highlight Reel.



HardBall III plays textbook "team effort" defense. The strongest fundamentals in the game. Outfielders back up one another and infielders act as cut-off men coming out to take the throw.



▲ HardBall III has the best play-by-play man in the business. Network broadcast great Al Michaels joins the HardBall III Team up in the booth, with a digitized description of all the action.

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▲ HardBall III leads off with digitized players and 256 color VGA graphics. Nobody beats this double play combo. Visuals as eye opening as a line drive up the middle. Animation as smooth as a Gold Glove shortstop. From fresh mowed grass to ivy covered walls, details that capture the show.

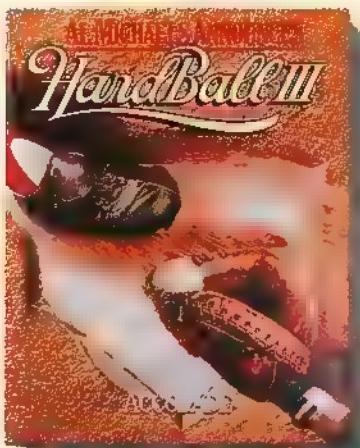


HardBall III tests each hitter's power with eight real ballparks. Famous fields from both major leagues. Your catcher may have just enough pop to put it out of Chicago's "friendly confines," but can he go deep in Toronto?



▲ HardBall III thrusts you into the heat of a pennant race. It's a 162 game major league season — complete with road trips and an all-star game. Compile good numbers along the way and maybe you'll make the roster.

The only computer game with Hall of Fame credentials. You don't outsell every baseball title in history by standing pat in the off-season. New HardBall III redefines computer baseball once more with real play-by-play announcing, unprecedented graphics, realism and playability, plus more of the authentic baseball nuances that serious fans want in a simulation. More runs. More hits. No errors. To order, visit your favorite software retailer or call 1-800-246-7744.



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Play-by-play announcing requires 2MB of RAM. Actual game screens from IBM PC VGA version of the game. Other versions may vary. HardBall III, HardBall II and HardBall are trademarks of Accolade, Inc. Earl Weaver is a trademark of Electronic Arts. Tony LaRussa is a trademark of Strategic Simulations, Inc. All other product and corporate names are trademarks and registered trademarks of their respective owners. ©1992 Accolade, Inc. All rights reserved.



Jack Nicklaus Golf is based on the popular computer title of the same name. You can choose from two different courses and start on any hole you desire. You can choose from one to four players and pick different skill levels for each golfer. All the things you would expect on a course like sand traps, water hazards and trees are here, as well. There are even digitized pictures and realistic sounds throughout!

While I'm not going to fault the execution of this game, I must say that the presentation of this golf game has gotten a bit old. Although the game has grown up over the years, the look, feel and play style are all a bit outdated. This isn't a bad golf game, it just doesn't break any new ground.

There sure enough golf games to choose from on the Super NES. Like playing the real thing but when it comes to video golf I just can't get too excited when I see the same thing over and over again. Nothing really new and exciting here other than a different course or two master. As such, Nicklaus is only average.

Nicklaus Golf has a few cool features. I like the way that you see the ball after you hit it. I dislike the way that the screen has to update after you hit it. It takes forever and gets old real fast. The sounds are excellent with a variety of digitized effects to please your ears. The scaling is choppy and shows no use of Mode 7.

Jack Nicklaus Golf is a good game, but I firmly believe it is aging too soon. I believe that with a little more work the rough spots could be smoothed out. Excellent music does not overshadow the slow screen update though. It appears to be a bit choppy in places and a good game doesn't have to be this way.

5

5

5

5



Take command of an M1A1 Abrams battletank in Absolute Entertainment's Super Battletank. Saddam Hussein is up to his old tricks again, so you must travel the sandy terrain to wipe out the rest of his army! Your weapons include a 120mm cannon, machine guns and laser-guided missiles. Super Battletank also features detailed digitized pictures of tanks, scud launchers, and towns!

There's a lot of depth in this game that's really enjoyable. The different scenarios you can choose from, as well as the multitudes of ever-changing environments that the game presents, give it a brilliant score for execution. The tank battles, however, get a bit repetitive after extended play and ultimately take the gloss off this cart.

Leave it up to Absolute to come up with something new and exciting. This version is one of the few Super NES games that says "Super" and really is a great looking game that plays well. Probably the most innovative game to come along in a long time. Real tanks, real tank-type movement and real battles.

One of the most original carts that I've seen on the S-NES. The enemies are digitized and look really cool. The backgrounds, however, are repetitive and boring. There are a variety of different weapons, but there is not enough variety in the actual game play to keep it from getting repetitive. Excellent sound effects!

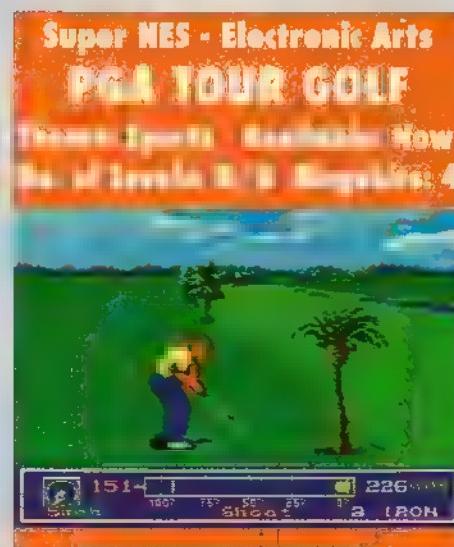
Excellent! Although it lacks a certain variety I crave in a video game, I love the overall game play and sound effects. The search-and-destroy feeling is a hard aspect to grasp in a video game, but Super Battletank does a marvelous job. I would like to see an updated version in about one year.

6

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EASN is proud to present its premier golf title, PGA Tour Golf. You may choose from four different courses and start on any hole you want. Up to four players can battle it out to win the PGA Tour. A few of the other options include a putting course and a driving range to test out your clubs. When you are out putting, you get a detailed view of the landscape showing hills and ruts on a 3-D grid!

Although this game features some decent play mechanics, it's a bit too ambitious for its own good. Nevertheless despite the absence of smooth swing, PGA Golf manages to treat us to some new areas that other golf games haven't thought of traveling. It's shiny presentation, but has some nice play value.

I had hoped that the masters at EA would come through with a legitimate golf game. Perhaps it is the system rather than the programmers, but the bottom line is that the game is good but not spectacular. I expected to get a "Masters" of golf but ended up with a "Mesa". A very challenging course to play though!

What happened EA? The king of Sports games just didn't come through this time. The graphics aren't the best ever seen and there is almost no evidence of Mode 7 at work. The game has a few cool features that enhance the game play, but they don't make up for the visuals. It plays good though.

I really don't believe that EA did their best on this game. Golf is a sport and anybody can program in the holes. I expected EA to come through with some stunning zoom effects and some sounds. While there are a few games already out, none are great. EA could have taken over the sport with more effort.

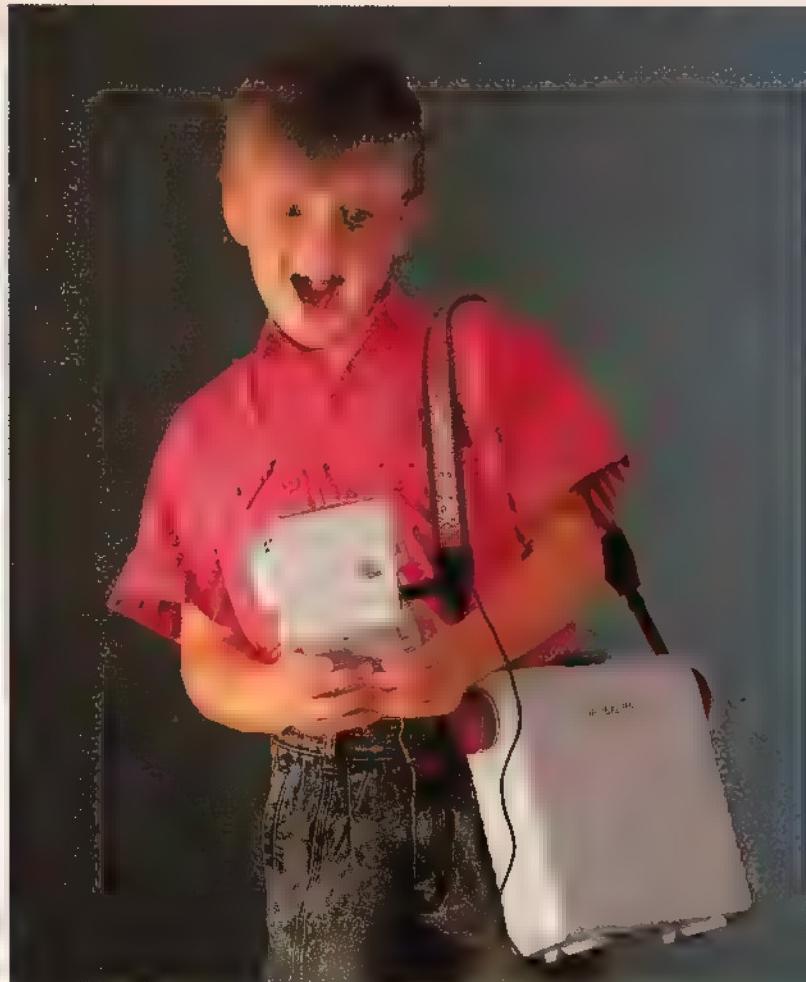
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4

Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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CIRCLE #126 ON READER SERVICE CARD



NES - Microprose

F-15 STRIKE EAGLE

Theme: Simul. **Available:** Now
No. of Levels: N/A **Megabits:** 2



Based upon the success of the computer versions, F-15 Strike Eagle takes flight simulation to a new high on the NES! You can choose from four rankings starting from Airman all the way up to an Ace! Choose from seven tough missions including a trainer scenario in Libya. After the mission briefing, take off and blast away the targets with your cannons and heat seeking missiles! Good Luck!

This game is simply too ambitious for the 8-Bit Nintendo. What's more of this simulator-shooter is basically just exercise in target practice with graphics and sounds that are something short of spectacular. This game is slightly better than Top Gun and other titles that appeared years ago, but doesn't possess much else.

I guess that there are things that an 8 bit system just isn't capable of doing, like being able to display a good flight sim. This version needs a lot better control and improved graphics. It's a 'fly around and shoot at anything that moves' game it is OK but it is far from what you would call a simulation.

An 8-Bit flight simulator, need I say more? Graphically this cart is awful. The 1st person graphics are sloppy and offer very little realism. The game is difficult to control and the actual feeling of flight is lost altogether. Games like this really don't have a 'fighting chance', but then the system doesn't either.

Good-bye 8-bit! Flight simulator die-hards will grit their teeth with this game because it just isn't real. There is no player who is looking for a good, fun game to play will have problems getting used to the graphics, controls, sound and game play. I hope their next effort on 16 bit is better.

4**4****3****3**

NES - Camerica

MIG-29

Theme: Simul. **Available:** Now
No. of Levels: 5+ **Megabits:** 2



Camerica is joining the flight simulator bandwagon with their newest entry, Mig-29. You are a top notch soviet pilot out to make your country proud! You must complete various missions like recovering a stolen TU-22 bomber and refueling your plane at various points. You can even switch arcade and simulator controls for better play control! If you think you can be a top Soviet ace, look no further than Mig-29!

Take away the background wallpaper and fluff from this title and what you're essentially left with is a basic first person shooter with adequate graphics and sounds. Like Strike Eagle, this is basically a Top Gun update that doesn't have the Top Gun name. Very limited in scope and playing options.

While MIG-29 is not a better game than F-15, at least it doesn't pretend to be a 'real' flight simulator. It's geared more for the younger player, though a good game but not a spectacular one. More importantly it is fun to play. Not a lot of difficult flight instructions just fly and shoot. While limited in options nothing is missing.

It's no top gun, just your average run of the mill 8-Bit cart. Not terrible effort, but not a game that will stick in your mind until you get it for yourself. There are a few cool features but the game is repetitive and creates little excitement. The graphics are typical 8-bit as are the sounds.

Why bother making a flight simulator on an 8-bit machine? They have never done well. Now, this is the result of the programmers by any means as they have taken the 8-bit system to its limits. This is a kids game and for fair use, MIG 29 should do just fine. Not acceptable for the serious gamer though.

4**5****4****3**

NES - Nintendo

YOSHI

Theme: Puzzle **Available:** Now
No. of Levels: N/A **Megabits:** 1



The co-star to Super Mario World, Yoshi, is now starring in his own NES title! The game play is similar to Tetris because you collect falling characters and try to match them up in pairs. Mario is standing by to help catch and rotate the falling characters. If you manage to gather up a group of characters between two halves of an egg, get set to win lots of bonus points. You can even play a two player simultaneous game!

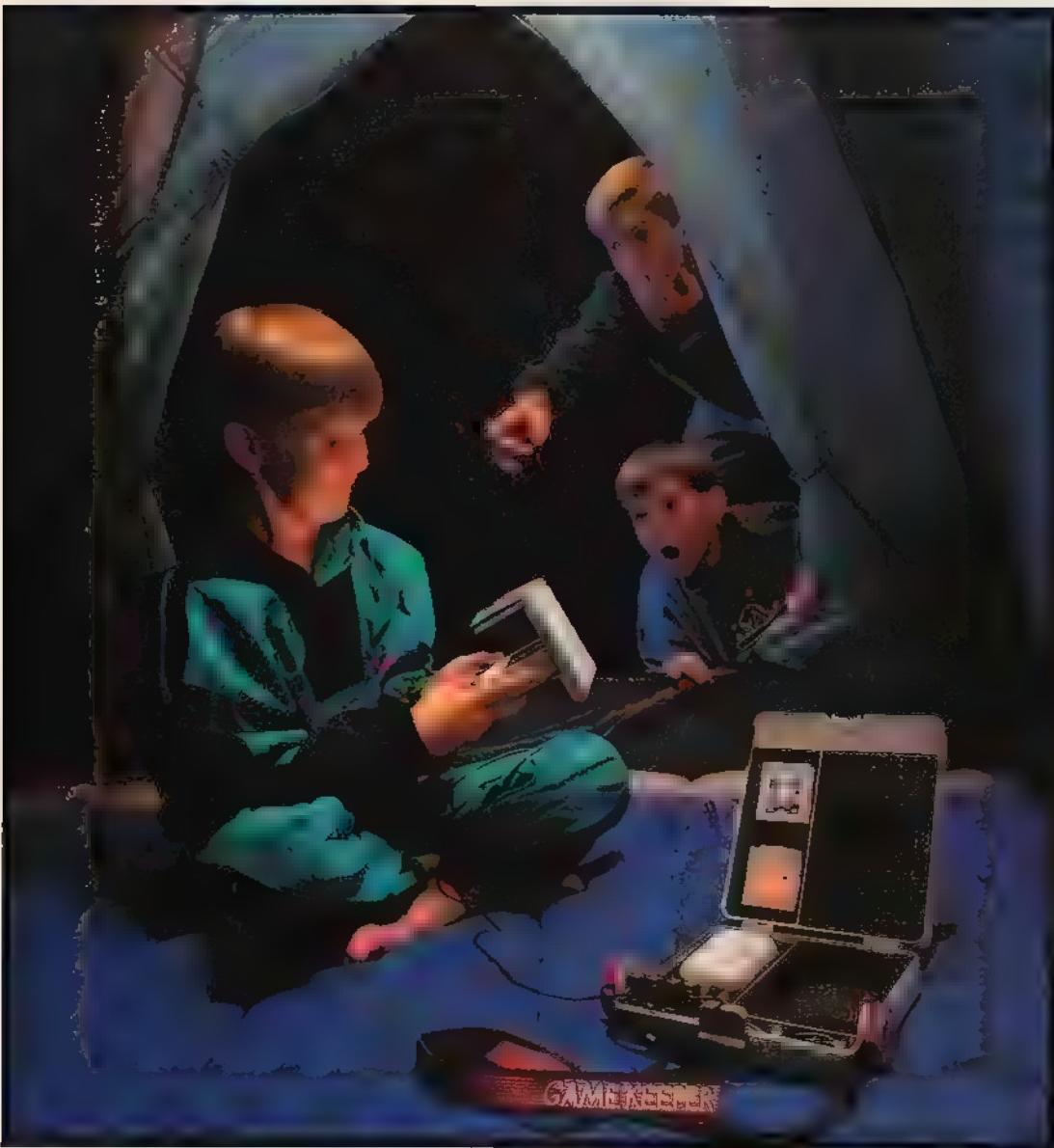
Tetris worked because it was overly simple and became fun to play. You competed against yourself rather than anything else. This game tries to capture many of the same feelings but just doesn't succeed. If you're looking for a puzzler, this might pop your eye, but Yoshi didn't do much for me.

I am not impressed. Although the main character is different, whether it is Yoshi, Dr. Mario or Tetris, Yoshi continues to beat this old theme to death while hoping to get players to buy a game based on a popular character. We're hard up for new puzzle games, wait a while as something good will be coming out.

Yoshi is a good twist on the Tetris theme, but the game play on the NES version leaves much to be desired. Like Tetris, the GameBoy version proved better. The colored graphics are cool and the sound is a little different, but overall, the game lost a bit in the translation. An above average puzzler though.

4**4****4****6**

Light Boy is Bound to Attract Attention



The campfire has died and the marshmallows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.

Replaceable Lights



1.5 Magnification
Batteries Included

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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CIRCLE #125 ON READER SERVICE CARD

Genesis - Namco

SPLATTERHOUSE 2

Theme: Action **Available:** July
No. of Levels: 8 **Megabits:** 8



Splatterhouse 2 is here and there is nothing quite like it! Your girlfriend has been sucked into a different realm through the Pit of Death. Now it is up to Rick, the hero, to save her. Armed with fists, feet and wit, Rick will battle the slimiest, most disgusting creatures ever seen on a home game! You can pick up various items like sticks, shotguns, and chain saws to make your work even more enjoyable!

It's great to see a sequel to what is one of my favorite arcade game games. The Genesis does a nice job of conveying a ghoulish mood, with just the right settings and a great combination of music and incredibly gross graphics. The action is pretty straightforward, but the execution and look of this game is totally unique.

A fantastic sequel to a great game. It is good that Namco decided to keep the gore in as otherwise it would have lost a lot. Definitely not a game as it is set on the hard side. The music is exceptional as it fits well with the theme of the game. Overall an excellent game and the best Genesis game so far this year.

Splatterhouse 2 is one of the better action games available for the Genesis. The game play could use some work, especially concerned how the main character jumps. The graphics are as gross as possible on a 16-Bit system and the sounds are eerie. The voices are kind of cheesy but overall an above average cart.

If Splatterhouse 2 had a little better control, it would be a hit. As it is, it is only above average. If you want a good gross-out game, this is THE one! Exploding stomachs, enemies cut in two, characters eaten alive, and even more foes squashed into a gooey mess of protoplasm, what more could a kid ask for?

Genesis - Virgin

CYBER COP

Theme: Action **Available:** Now
No. of Levels: 16 **Megabits:** 8



You are a special agent for the 'Zodiac' team sent to investigate the U.C.C.'s inner workings. Rumor has it they are working on a new type of artificial lifeform under the code-name of Freddy. Your mission is to locate the embryo for the project, retrieve it, and leave the building before it is too late! Up to six different characters can be chosen: 2 males, 2 females, and 2 droids. Are you tough enough?

Another game that tries too hard to be something that the machine can't show. This game has some nice features but for the most part they are overshadowed by poor graphic presentation and a very repetitive nature. Combined with the visual problems, get to be frustrating quite quickly.

First person perspective games can be a lot of fun. This takes that concept and adds body power-ups and tons of enemies. It's not an easy game, but on the other hand it isn't a game that is so hard that it is frustrating. While not for the casual player, Cyber Cop will please those who like to use their minds.

I like the idea behind this cart but the Genesis cannot handle polygon graphics very well. If the graphics were smoother and the game played with more response (it's just too jerky to enjoy) than this cart would be much more interesting. To me it is frustrating but if you're into these maze games you'll like it.

The graphics are not tweaked enough to really show the vector graphics as they should be. The idea is wonderful, but the execution is what matters and while good, it is not perfect. This makes the game somewhat frustrating and difficult. There is an audience for these types of maze games and they will like it.

Genesis - Electronic Arts

BULLS VS. LAKERS

Theme: Sports **Available:** Now
No. of Levels:



Live the excitement of full court basketball with Bulls vs. Lakers for your Genesis! Pick from any of the nations' top teams in a battle to win the NBA playoffs! For some strange excitement, you can even pick the same team twice! Make substitutions when players become fatigued from the action. You can also utilize different players' special moves to enhance the game! Bulls vs. Lakers is serious slammin' fun!

Everything about this title, from the graphics to the sound effects to the game play is absolutely top notch. The interaction of the players and the tools that can be used to turn around and make incredible plays are fully captured in this cart. If you're into basketball and own a Genesis, this is the game you've been waiting for!

Wow! Now this is the type of basketball game that serious gamers have been looking for! Everything that you liked in Celtics vs. Lakers has been honed to perfection. The animation, perfect player control, and the patented EA instant replay all come together to make this the best basketball game to date!

Bulls vs. Lakers is a big improvement over Lakers vs. Celtics. The graphics are better and animation is smoother. The sounds are digital and there's even the screeching of guitars on the court floors! The game has been improved as well with more control of the players and bonus features like instant replay.

Alright! This is exactly the type of basketball action I've been waiting for on the Genesis! Smooth graphics, excellent sound effects, perfect control, and added player statistics make just the thing for an awesome game of video basketball! This is certainly the perfect gift for the B-ball enthusiast of any age.

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DAYDREAMIN' DAVEY

JUNIOR HIGH WILL NEVER LIKE THIS!

Set off with time-travelling Davey on a rollicking adventure through the past and into the future. Following his wandering imagination through time and space, Davey picks up magic from Merlin the Magician, battles Cyclops in ancient Greece, finds Pandora's Box in the Cloud City, and covers all the stops along the way to the final showdown - the big gunfight against the Clanton Gang at the OK Corral. So listen up and pay attention - or this might go on your permanent record!



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CIRCLE #110 ON READER SERVICE CARD.

Genesis - Sega

KID CHAMELEON

Theme: Action **Available:** Now
No. of Levels: 60 **Megabits:** 8



In the arcades, there was one game that stood out above the rest. It used holograms that grew to be a bit too real. The boss of that game starting kidnapping the players. Now it is up to Kid Chameleon, the best player in the biz, to stop him! Kid Chameleon has the ability to wear different power suits to change his form into a fly, spaceman, and rhino! With over 60 levels of play, Kid Chameleon will be sure to please!

The depth and overall theme of this game is really wonderful. **7** is the action is this game presented well, but beyond the hero-enemy interaction are a variety of other play mechanics that require you to discover just who the best person to be in each situation. KC also gives you a lot to do in one package.

Talk about a long game! With over 1800 screens you had better plan on spending some time with this game. The concept is very good as with all of hidden items and bonuses this game is which you will want to hunt and search a lot. I like these types of games and makes the game much more than just another scroller.

Sega has a very cool idea for an action cart here. The game play is similar to Mario in a lot of ways as there are plenty of hidden power-ups and bonuses. The graphics are kind of cartoony and the music is not great, but it does fit the game well. Lots of techniques and good game play make this cart a sleeper.

Awesome!! Kid Chameleon is the most radical video game to come around since Sonic! If you want a REAL challenge, take on the game adventure of a lifetime! With over 60 levels, 10+ power-ups, and lots of average game play, Kid Chameleon is a must for anyone who likes Mario or Sonic!

Genesis - Electronic Arts

WHERE IN TIME IS CARMEN SANDIEGO

Theme: Educ. **Available:** Now
No. of Levels: N/A **Megabits:** 4



Carmen Sandiego has pulled off some of the biggest crimes of the Century! As a member of the Acme Detective Agency, you must track this notorious criminal to her hideout and arrest her. Carmen Sandiego is an educational game with humorous sidelines. You use the chronoskimmer to travel anywhere in time to question people and explore the towns. Where in Time is Carmen Sandiego? You find out!

The fact that the Carmen games are educational as well as fun to play is a nice plus. While the game is a bit slow and never really manages to get the blood boiling, the idea behind as well as the manner in which the game play is presented are nice. Carmen may lack big guns, but it is a leisurely play

Edutainment. This game offer the perfect blend of fun and education. If you have a family, or younger sibling, you will definitely want this game. It will subconsciously teach you history and geography while you track down the criminals. Not for players whose goal in life is to save the planet.

This game will appeal to a very small group of players. The graphics are not very intense and the music is repetitive and gets annoying after a few play times. The game play however is very interesting, with plenty of history and geography thrown in. You can actually learn something! Not my type of game, but not bad.

Here is an excellent game for kids, since not only does it pose an interesting quest, it promotes learning and research as well. As a stand-alone game, Carmen really packs the power with special handbooks and materials included with the cartridge. All parents will like this game, too, as it appeals to all ages.

Genesis - Ballistic

WINTER CHALLENGE

Theme: Sports **Available:** Now
No. of Levels: N/A **Megabits:** 4



The Winter Games are over but you can re-live all the action with The Games: Winter Challenge. Up to nine players can compete for the gold metal. Choose from eight events like the biathlon, downhill skiing, and the Louge. Play in any of these events and if you do not have enough practice, you can train for the event and build up confidence. Go for the gold with Winter Challenge by Ballistic!

This game fails to capture any of the excitement you'd expect if you were competing in such winter sports. Many of the game's events are simply repackaged over again and the game really falls short when it comes to graphics and animation presentation. It's not fun to wipe out, but the game play just isn't there.

I had hoped that this cart would be a great winter olympic sports sim. While most of the sports are there, they all aren't the best events on this system. Some of the events are very hard to master the controls and I really had hoped that the graphics would have been better. As is the game is only average.

Winter Challenge is a computer game to the core. The graphics aren't smooth as they could be, and there isn't much variety from event to event. The best thing about this game is the wicked spills you have during the events. Try wiping out on the long jump and then use instant replay, it's very amusing.

This game has a good variety of events and if you like winter sports, you might like to check out this game. Unfortunately the sports aren't varied enough to be able to play without an instruction book. Wiping out is fun, but except when you are trying your best to complete an event. Too hard to master and not a lot of fun.

STEALTH

Stealth has an arcade feel and unique innovative features for Mach 5 play!



New Generation Multi-Function Joystick For Super NES® and Sega Genesis®

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CIRCLE #230 ON READER SERVICE CARD

Neo-Geo - SNK

MUTATION NATION

Theme: Fighting **Available:** Now
No. of Levels: 6 **Megabits:** 54



SNK introduces its newest fighting game for the Neo-Geo system, Mutation Nation. You are on a mission to rid the streets of the gangs that are taking over the city! Two players can join in to battle the six stages through the city streets. You can collect four special powerups including a lightning blast and tornado blast! With 54 megs of memory, Mutation Nation is a fighting tour-de-force!

I like the way SNK has packaged your typical punch and kick into a more futuristic setting. The action is decent with graphics and sounds are great even by Neo-Geo standards. The game loses a point for its unending continues, however, which turn it into one-time play. If you can resist, however, it's a winner!

Talk about great graphics and sounds and you'll find none better. Of course, this IS an arcade game so unfortunately, for all this detail you need a lot of memory, and memory means bugs. However, if you have the system this is definitely a must have game and one of the best SNK has done in a long time.

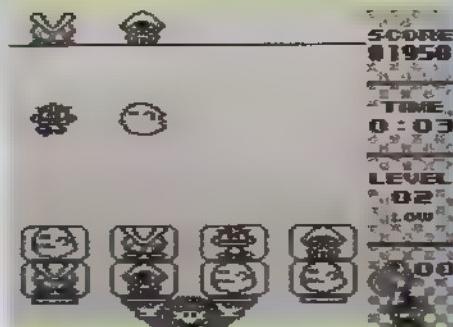
Mutation Nation is one of the better Neo Geo carts available. The graphics and sounds are top notch. The game play is your typical sideswipe, punch and kick with a few powerups thrown in for good measure. The biggest plus is the unlimited continues feature that insures you'll see the ending the first time you play.

Wow! It's been a while since I've seen a decent Neo Geo game on the market, but Mutation Nation definitely hits the mark. It still is tough to pay the money (unless you are hopelessly rich), but you will enjoy the crisp graphics and arcade feel. This game could have used more levels, though. Are we seeing the limits of the Neo Geo?

GameBoy - Nintendo

YOSHI

Theme: Puzzle **Available:** Now
No. of Levels: N/A **Megabits:** .5



Mario's dinosaur pal, Yoshi, is now starring in his own GameBoy game! Similar in play to Tetris, Yoshi stars the characters from the Mario series of games. You control Mario as he tries to catch the falling characters before they hit the ground. Then Mario can rotate the pieces so you can match up one, two, or three pairs. The more you manage to clear, the faster they fall and the more points you receive!

This game does better on the smaller GameBoy screen when compared to the 8-Bit NES. Although the puzzling action is essentially the same, the portable power of the GameBoy make it more fitting for this type of game. It's still a puzzle game, however, so anybody looking for laser cannons should beware.

game review

7

Yoshi is a cute play on Tetris. The game play is a bit different, there is more technique to it. The graphics are good and you'll see many recognizable faces from the Mario games. The music sets the mood well and the game play has that addicting quality and most of all it's fun. For a green dino, Yoshi's one hot dog!

Ahh, Yoshi, the cutest dino to ever hit the video scene. If any character deserved his own game, it's Yoshi, and what a good game it is! Even for the limited Game Boy format, Yoshi enjoys plenty of Tetris-style action plus the humorous graphics reminiscent of some of my favorite games. Oh, black & white stinks

GameBoy - LJN

NBA 2

Theme: Sports **Available:** Now
No. of Levels: N/A **Megabits:** 1



NBA 2: All Star Challenge is hot basketball action on the small screen! You can go one-on-one with another player, enter a free throw contest, and even enter a slam dunk contest for points and prestige! When shooting for a slam dunk, the view changes to a side scrolling cinema display! You can also choose from 25 actual players to play as or play against. For some fast court action, NBA 2 delivers!

While real fans of basketball will find something to like about this game, it's hard to shrink the sport down to a size the GameBoy can handle. The graphics in this game are somewhat short on detail, but its general representation of the sport isn't bad. With some minor problems, this game does O.K.

game review

6

This cart is a good attempt at bringing basketball to the GameBoy in a whole new way. I like the variety of events, there are not enough controls to make the shots to really be accurate. I'm not impressed by this cart's graphic or sound quality either. If you're a hardcore basketball fan and picking real NBA players excites you, go for it.

I am seriously getting tired of living in the stone age. Wasn't it the first black and white system? Anyway, companies are still wasting valuable programming time and money developing poor Game Boy titles. This is a bad game, but it would earn at least a few rating points if it was in color. Sorry, it's sad, but true.

5

Cosmic Fantasy 2

Beyond Reality.
Beyond Imagination.
Beyond Belief.
An immense RPG only
for the Turbografx-CD.
Believe it.

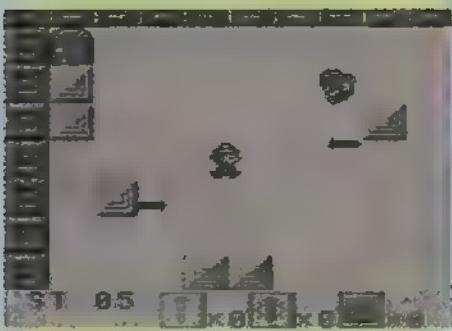


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GameBoy - Data East

NAIL 'N SCALE

Theme: Puzzle **Available:** Now
No. of Levels: 50 **Megabits:** 1



Nail 'N Scale is a new puzzle game for the GameBoy! Your character has nails that he uses to climb walls and scale walls while also allowing him to destroy enemies! The enemies are ruthless in their attempt to stop you from exiting any of the 50 available mazes. You can collect enhancements for the nails that increase their power. Take on the bosses at the end of each round only to appear in another maze!

What this game lacks in graphics quality it more than makes up with solid play mechanics and enough technique for two games. While the cart is basically a puzzle game, it takes many of the most common risk incentives found in the genre, adds some new twists, and produces an end result that's actually original and fun!

This is going to be one of the 'sleepers' this spring. There is no name on the game but what it lacks in style it more than makes up in game play. Best yet it is fun! Lots of levels to keep you busy and they won't be easy as this is a technique game. While the GameBoy doesn't offer hot graphics this cart is fine the way it is.

An original cart with great game play and lots of potential. The graphics are nothing revolutionary but the game play is solid and very fun. This cart reminds me of the first generation of games like Dig Dug and Lode Runner. Loads of techniques and 50 levels to conquer make this a great GB game to pass the time.

Solid game play is the best feature of this cart. The puzzle aspect of Nail-&-Scale keeps my interest and even makes it slightly addicting. Once you pick it up you will either have to take time putting it down, or you will be too ballyhooing. It is a good game, but consider the hardware kills the excellent software written for it.

Lynx - Atari

BASKETBRAWL

Theme: Sports **Available:** Now
No. of Levels: N/A **Megabits:** 1



Basketball was never quite like this! Basketbrawl for the Lynx is a new concept in sports, beat the opponents that get in your way! There are no rules. You can punch, kick, and stab your opponents any time you wish! A variety of weapons appear from time to time like a whip and dagger. The game is set on the city streets where it's just you against your opponent! Basketbrawl is the name and punishment is the game!

A great idea that is poorly put together Basketbrawl holds the promise of great basketball action as well as street fighting overtones. In the end the cart fails to achieve high ratings either, instead ending up as a cheap sports game that can't make up its mind what it wants to be or how the fighting should impact on play.

In concept, this game has a lot going for it. A violent basketball game would work good on the Lynx however, player control is critical, especially on the small screen the size of the Lynx's. Unfortunately I couldn't get it down pat and this became game play. It really does turn into a brawl after a while but that's about it.

I was very disappointed. The idea of street fighting basketball really seems cool. When it's played with choppy animation and jerky controls the game has a few cool features like spectators throw knives at the players from the stands. This cart leaves plenty to be desired and shows little effort from the big A.

This is a cart that was meant to be so much more! Once you play Basketbrawl, you will instantly see that the game play really is. The game could be better, and the sound effects lack realism. Variety is non-existent, but the underlying humor is a plus. Just don't go after the crowd and you'll see what I mean!

Lynx - Atari

RAMPART

Theme: Strat. **Available:** Now
No. of Levels: 8 **Megabits:** 2



The arcade classic, Rampart, is making a new appearance on the portable Lynx! Relive moments from historic England as you struggle to build your castle, only to have it destroyed by a fleet of marauding ships! Place cannons in your castle walls to blow the ships out of the water! Eight levels of action keep you fighting to protect your lands. If you want a perfect strategy game for your Lynx, look for Rampart!

I like the concept behind Rampart more and more each day. This portable version does a good job of getting the game down to size, complete with some nice graphics and a keen understanding of how the play mechanics should operate. A great action-puzzle game done well on the Lynx.

Rampart is a great strategy game and now that it is portable it's even more fun. Fantastic graphics, great cinematics and impressive sounds make this a sure hit for Atari. It is addicting and hard to put down. Even on the small screen the game is easy to understand and worth looking into.

Rampart for the Lynx is pretty good. The opening scene is totally cool and the cinema displays during the game play are awesome. The game itself is a great translation. The sound is digitized and the graphics are sharp. The game play is just right and will hook you right from the start. New hope for the Lynx!

Rampart is an okay game that I never really got into in any format. Still, on the small screen it seems more at home. It is almost as if it tried to fit a screen scene, and decided to play it there. While not a major contender, Rampart may well be a sleeper hit among Lynx crowds, so I will give it the proper respect it deserves.

7

4

8

6

4

6

WE'VE JUST RELEASED 3 GAMES WITH
GRAPHICS SO INTENSE
THEY GO **KABOOM!**, INCREDIBLE
EFFECTS THAT ARE MORE
LIKE  THAN  CURL.
OR, TO PUT IT SIMPLY, THESE GAMES
WILL  YOUR 
MIND AWAY.



Turbo Technologies, Inc.

Ballistix, Night Creatures, and Gunboat are Trademarks of NEC Technologies, Inc.

THESE GAMES ARE SO FULL OF ACTION



Collect items to help you defeat Level Bosses. With every level you complete, you'll be rewarded with a special power.



Wander through Darkwood Forest and try to outwit the wolves, werewolves, and strangling vines lurking here.

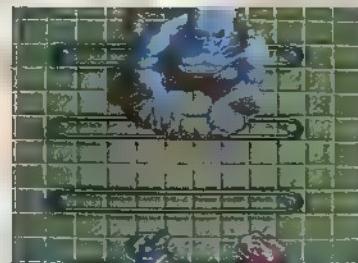


In the final stage, The Queen of Darkness appears. If you defeat her you will be rescued from the curse.

YOU MAY NOT BE ABLE TO CO



When the alien referee drops the puck, you'll have to maneuver fast to control the puck off the bumpers.



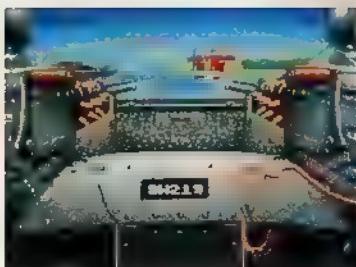
On the floor of Balistix Stadium are numbered tiles. Activate them and you can earn bonus points.



Be an architect and design your own stadium. Eight reprogramming options let you customize the game.

You're a gladiator about to face off in an intergalactic game of space hockey called Balistix. An alien hand drops the puck. And before you know it you're off blasting at the puck with your cannon, ricochetting it off walls and bumpers and trying to slam it into the enemy goal. Hitting bonus items on the way will boost your score. Hitting land mines and puck splitters won't. Not to mention the acid pools, puck magnets, and the weird effects of gravity you'll find on the playing field. And be prepared, because Balistix comes flying at you with graphics that are out of this world, and sound that will hurtle you into the next. But if you still think this game is a slapshot in the face, we let you change the difficulty levels in every part of the game, from the puck's speed to the nagging pull of gravity to give you a fair shot. So suit up and get Balistix. Because outer space has no room for spectators.

BALISTIX



First person perspective lets you identify and destroy enemy targets from four different gunnery positions.



Receive updates about your target, engine power, RPM, and direction as you monitor the action from the pilot's station



REPORT FOR DUTY
GRENADE PRACTICE
DRAFT PRACTICE

Practice the skills you'll need to survive before you go head to head against Colombian drug lords, rebel armies, and the Viet Cong

You've just been put in command of a Navy Patrol Boat. But before you get your orders, you'll receive training as a sharpshooting machine gunner, a deadly artillery expert, and a steely eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll shove off to rescue POW's from the Viet Cong. Or go up against a Colombian drug cartel. Or root up the fanatic rebel army of a deposed South American dictator. As you do battle, monitor the action from a first person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your visa card. Because the jungles of the world don't take excuses. And they don't take Americans kicking ass.

GUNBOAT

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmarish levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves and other demons of the night. Get help from the few friends you meet on your journey - iron swords, crossbows, rifles, and other life saving weapons are yours to use if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the hair raising graphics and spine tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go get yourself a nice, black velvet cape.

NIGHT CREATURES

ENTERTAIN YOURSELF.

through Sears Catalog.

CIRCLE #101 ON READER SERVICE CARD.



**TURBO
16
GRAFX**

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ELECTRONIC GAMING MONTHLY & ELECTRONIC ARTS SPORTS NETWORK

PRESENT...

THE GAMES OF JUNE 1992...
APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW
The information below was supplied by each of the individual companies, and is current as of April 23, 1992.

NINTENDO

Baseball Stars 2
Romstar - Sports

Bee - 52
Camerica - Shooter

Darkwing Duck
Capcom - Action

Day Dreamin' Davey
Hal America - Action

Defenders of Dynatron City
Lucasfilm - Action

Ferrari Gran Prix
Acclaim - Sports

Hook
Sony Imagesoft - Action

Legend of Ghost Lion
Kemco - RPG

Might & Magic
American Sammy - RPG

Mr. Gimmick
Sunsoft - Action

Stanley : The Search for Dr. Livingston
Electro Brain - Action

Toxic Crusaders
Bandai - Action

Yoshi
Nintendo - Puzzle

SUPER NES

Bulls vs. Lakers and The NBA Playoffs
Electronic Arts - Sports

F - 1 ROC
Seta - Sports

Gunforce
Irem - Action

Jack Nicklaus Golf
Tradewest - Sports

Ka - Blooey
Kemco - Puzzle

Krusty's Fun House
Acclaim - Action

Romance of the Three Kingdoms 2
Koei - RPG

Space Football 1on1
Trifix - Sports

Thunder Spirits
Seika - Shooter

Wheel of Fortune featuring Vanna White
Gametek - Family Fun



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

WARSONG



Send an allied army into the heart of Baltia to rescue your son, and defend everyone from single knights and wizards to royal foot soldiers.

The Dalec Empire has laid siege upon the Castle of Baltia to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Gareth must rally his troops from across the kingdom, and lead their armies in a battle to recapture the sacred sword, and restore justice.

- Strategy Role Playing puts you in full command!
- Watch as armies clash, magic ignites, and monsters devastate!
- Thrill as the tale of Baltia unfolds in the heat of battle!
- Battery Backup saves 4 campaigns!

WARSONG — The Greatest Tale Of Swords And Magic

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TRECO

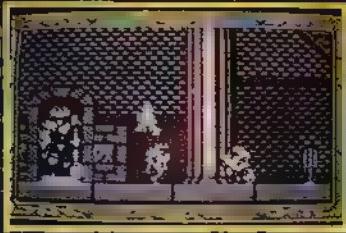
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DRAGONS & WIZARDS... OH MY!



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CIRCLE #118 ON READER SERVICE CARD

GAMING GOSSEY

...Info on NEC 32-Bitter...EA and Matsushita Work on CD System...Street Fighter 2 on Genesis and Handhelds...Nintendo CD-ROM Update...Zelda 3 Jeers...Mega Man 5 in Development...New Terminator Games On the Way

...Time to plug in Quarter-dukes, it's your gaming guru, Quartermann, back once again with the freshest bunch of info the video buddha could find! We've got lots of fun and games this issue, so sit back and get set to get in the know...Mega-hot news for all you hardware heads! We've all heard of the CD-ROM Play Station from super player Sony, the 32-Bit Giga-Drive from Sega as well as the 64-Bit Jaguar from sometimes serious Atari, but the Q-Master has dug up the deepest dirt on still more mega machines in preproduction and glossing for an American launch in the next year or two. Heading the bunch is a system being designed by the same group responsible for the TurboGrafx-16. Before you Quarter-maniacs let out the big yawn, yours truly is here to fill you in on the straight scoop! Code-named the Phoenix, this super machine not only employs 32-Bit technology, but also uses an advanced graphics chip that, besides providing the scaling and rotation that are a must in post-Super NES video gaming society, will enable game programmers to utilize digitized images as well as conventional graphics! Although many of the specifics of NEC's 32-Bitter are up in the air, including the sound system, the Q-Mann has also learned that the machine will be CD-ROM specific. Don't hold your breath waiting for this hottest of game technologies, however, because a formal introduction won't be made before the middle of next year!...Look for Electronic Arts to get into the console wars with a new machine being produced in conjunction with Matsushita! The unit is being developed by a company owned by both electronics-titans and will be based around a CD-ROM specific format! More details to come...

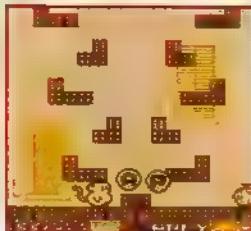
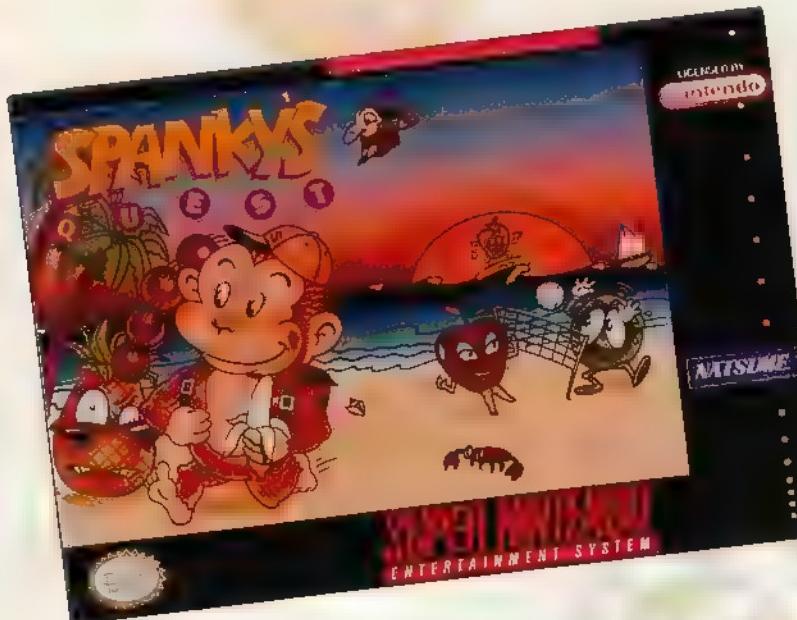
...Look for Street Fighter 2 - The Competition Edition to find its way onto other consumer console and handheld formats! Sources in the know have indicated that rumors heralding the game on both the Genesis and Lynx could come true sometime early next year! The Q-Mann, of course, will keep you posted...Quartermann tips his hat to the gaming masters of Nintendo! The master of the rumor mill has locked down info from within the big 'N' that translates into a big thumbs-up for their super CD-ROM system! Besides boasting a faster processing time, a system cartridge that can be upgraded, and an expanded DPS processor (the one that gives you the Mode 7 glitter), you can also expect faster access time for little or no slow-down! Now whether or not the spinning discs arrive at the \$200 price Nintendo has boasted remains to be seen...Speaking of price tags, what's the deal at Capcom?!? Sure, the Street Fighters were nice enough to get us in the ballpark and announce a mega-joystick, but what's with the big question mark on the retail cost, why is Nintendo removing the blood and guts, and how come the release date has been postponed again? A release date has been announced in Japan as well as a price (around 75 bucks). Have you ever heard of mail order? I know the Quarter-fiends have...

.. Here's one to file under 'S' for big stinky-poo! Any of you who finally got your mitts on a Zelda 3 cart have discovered that the cheese-heads at Nintendo decided to blow their biggest game of the year by packing in a road map to get around all of the nastiest mysteries and hardest areas! I don't buy it, big 'N'. That quaint little disclaimer about personal fortitude and how bad it is to use little booklets that ruin video games that us poor saps spend seventy bucks on just doesn't cut it! If it bothers you so much, why is it in the box?...

...Get ready for a jolly '92, and an effervescent '93 in the software department! Top on the Q-Mann's list of upcoming entries is the fifth, yep, you're counting right, the fifth installment of the Mega Man series! Get ready for a whole new cast of robotic crazies for your Nintendo 8-Bit! 8-Bit? When's Rock gonna make it to the Super NES?...The Terminator saga, however, will continue on the Super NES when Acclaim brings Arnie to the 16-Bit screen! Still no word on how this soft plays, although the rumor has it that this game will NOT be based on the digitized destruction seen in the Midway quarter-muncher...The Terminator may make his digitized debut on the Mega-CD, however, courtesy of Virgin Games! In addition to a new version fully hyped with actual footage from the game, the boys at Virgin also plan a take-along cart for the Game Gear!...Also expect M.C. Kids on the Super NES and Genesis as well as a secret license that will knock you out from Virgin...That's it for this action-packed episode! Be sure to take care my little Quarter-friends and keep your hands off my Twinkie...

- QUARTERMANN

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QUEST

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CIRCLE #126 ON READER SERVICE CARD

CAMEL BEST SELLERS

& AWARD WINNERS



ULTIMATE STUNTMAN

"The graphics on this game are fantastic throughout. Overall Rating ★★★★"

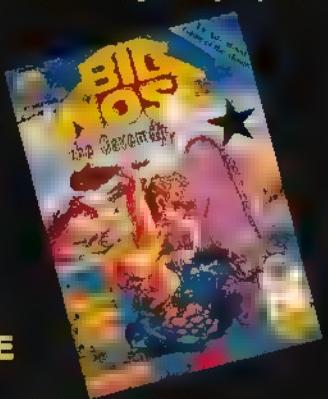
- San Francisco Examiner - Feb. 1992



MIG 29

"Strap yourself into the cockpit of one of the world's most deadly aircraft... Throttle back and accelerate to speeds in excess of Mach 2..."

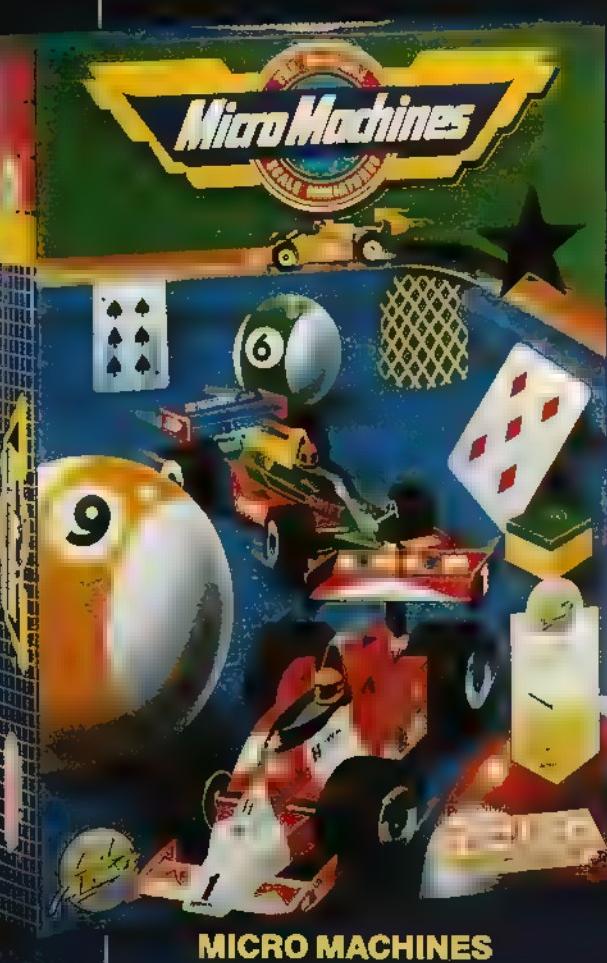
- Electronic Gaming Monthly - Apr. 1992



BIGNOSE

"... non-stop action... in a style that is entertaining and light hearted. The game keeps you involved every step of the way by making you read, think, plan and make choices... The graphics are outstanding..."

- San Francisco Examiner - Feb. 1992



MICRO MACHINES

BEST ACTION VIDEO GAME

1991

- Video Games & Computer Entertainment

MICRO MACHINES

"Everyone who plays this game is instantly drawn in by its challenging game play. At all costs, you should seek out this game."

- Video Games & Computer Entertainment - Feb. 1992



COMING SOON

BEE 52 "We have developed extra special technology to make this cute cartoony shoot-em-up set new standards in graphic and animation quality. An original enjoyable frantic-filled blast."

- Codemasters

STUNT KIDS "We've created a game that's brilliant, fun and competitive for two players and equally as excellent as a one-player challenge. It's fun, frantic and so addictive you'll be hooked for ages."

- Codemasters

AMERICA'S SELLERS

WINNERS

"MicroMachines and Dizzy were the first two Camerica Games I played. Both have won awards and that's no surprise to me. They're both challenging, innovative and just plain fun!"

— Thor Ackerlund
World Champion



DIZZY

BEST NES GRAPHIC ADVENTURE GAME - 1991
— Game Players

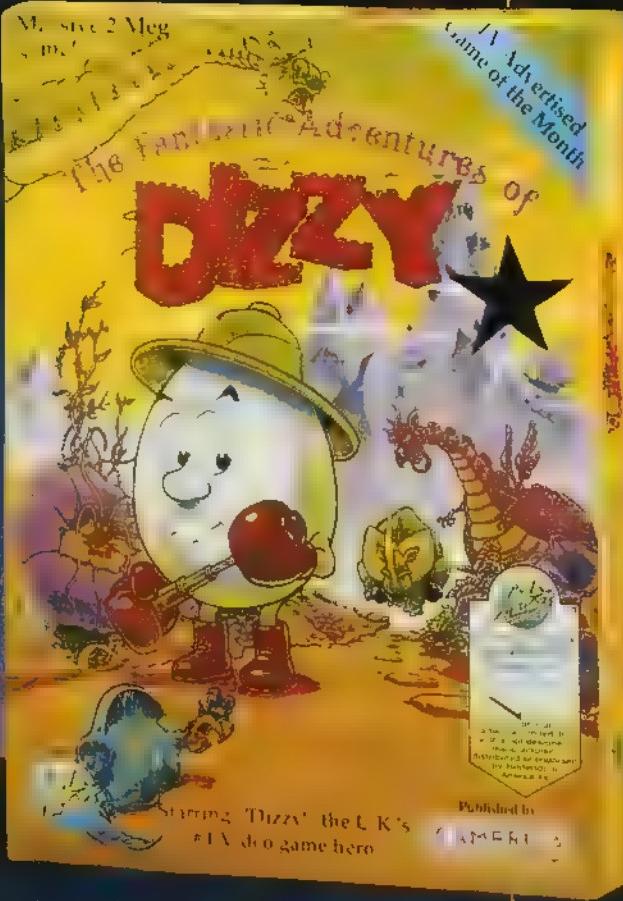
DIZZY

... tons of fun with great graphics and an engaging storyline."

— Game Players — May 1992

"Too-cute-for-words... This game makes you expend your IQ points, and the music is funky."

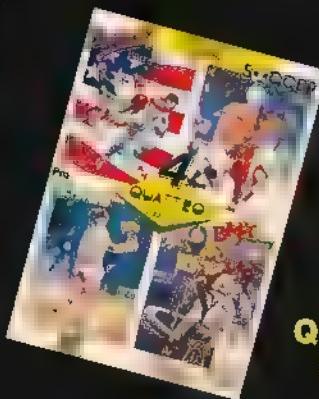
— Entertainment Weekly, Jan. 31, 1992



GAME OF THE MONTH

FIREHAWK

The newest, most sophisticated action game available. Players pilot the most devastating helicopter gunship in existence to fly seven dangerous and treacherous missions.



QUATTRO SPORTS

"Four games in one? Yes!... the newest in sports action... the option of playing four different and popular sports... all available on one cartridge. You can never get tired of this cart!" — Electronic Gaming Monthly — Mar. 1992



QUATTRO ADVENTURE

"... (all four)... Quattro Adventure Games work well and represent a good video game deal... (Super Robin Hood is) not easy to beat, but you'll have a merry time trying... (Treasure Island Dizzy has) Traps and natural hazards have you walking on egg shells... a brain teaser that's fun. Linus Spacehead is an addicting game that encourages you to rise to new heights... The Boomerang Kid pushes your jumping skills... to the max."

— Gamepro — May 1992

Helpline for Tips and Hints

1-800-RESTART (1-800-737-7273)

This call costs \$1.75 for the first minute and 9¢ each additional minute. Callers outside the U.S. and Canada will be charged \$1.75 per minute. Callers who are 18 or under must get permission from their parents or legal guardians. U.S.A. only.

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FOOT EXPRESS

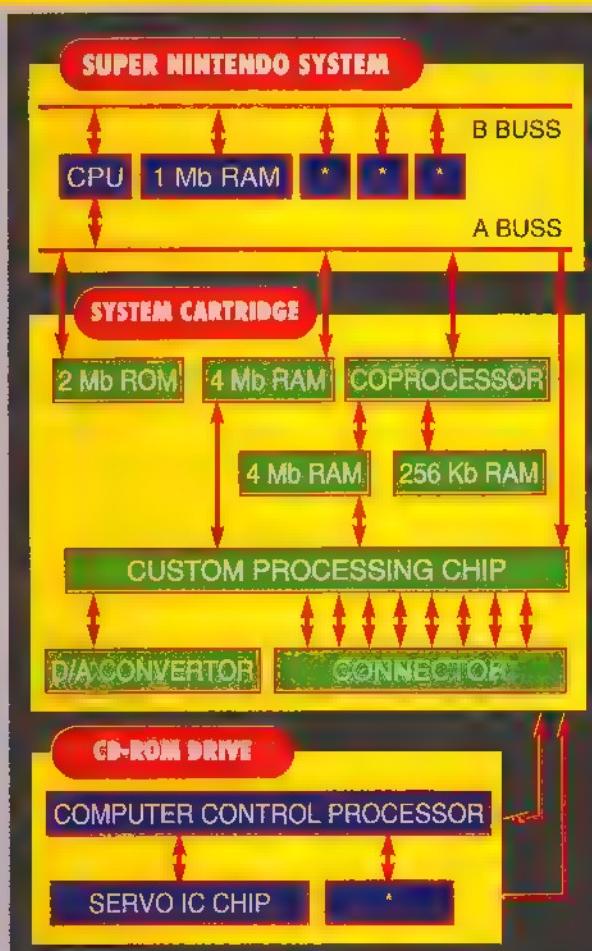
FIRST LOOK AT SUPER NINTENDO CD-ROM SCHEMATIC

One of the biggest surprises at the Winter Consumer Electronics Show was Nintendo's announcement of some of the specifications for their upcoming Super Nintendo CD-ROM drive. Their press release stated that their unit would be in the stores as early as January 1993, and that it would sell for only about \$200! Add in the fact that almost all of the specifications they published equalled or exceeded the ones for Sega's Mega CD-ROM, while the price was only about half of what Sega's unit was selling for at that time in Japan (\$370).

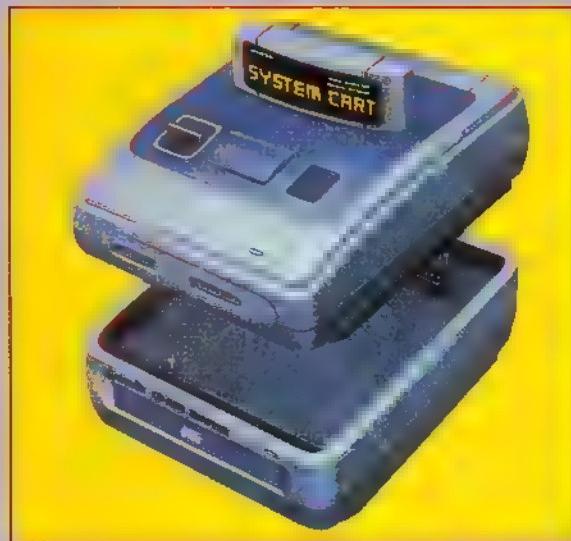
After this announcement, Nintendo went back into seclusion and the editors at EGM started to pull together every possible detail available from all of its World Net sources. This search, piloted by Mr. Michio Ohashi, Editor of The Super Famicom magazine in Japan, has turned up new information compiled from industry sources and analysts.

21 MHz. COPROCESSOR!

The most important new fact was additional information on the coprocessor that will be used to assist the main CPU. Sega's CPU runs at a healthy 7.16 Mhz and its Mega CD-ROM coprocessor clocks out at a speedy 12.5 Mhz. One of the problems of the Super Nintendo is the fact that its CPU runs at only 3.58 MHz. Sources are indicating that the coprocessor which will be in the S-NES CD-ROM System Cart will clock out at an unbelievable 21 MHz. This coprocessor (SCCP) was developed by Nintendo for their new CD-ROM system. Since this chip will aid in the calculation functions of the game program, usually the faster the chip, the more it can do.



Most of the S-NES CD-ROM functions will be handled by the new coprocessor.



The system cart will contain all of the 'brains' for the S-NES CD-ROM.

SEPARATE SYSTEM CARTRIDGE

The schematic at left shows another advantage the S-NES CD-ROM will have over the Mega CD-ROM. With the coprocessor, extra RAM and ROM packed in the removable system cart, should any future new technology require the system to be upgraded, all that the user will have to do is to buy a new system cart.

NO SCREEN FLICKER

Some of the S-NES games have visible slowdown and screen flicker. Put too many characters on the screen and the slow CPU can't handle all of the processing and the action. Now with a super-fast coprocessor, analysts say that slowdown and flicker will no longer be a problem.

REALISTIC 3-D ANIMATION

In addition, the S-NES coprocessor has been specially designed to be able to recreate animation sequences. Because of the coprocessor's great speed, the S-NES CD-ROM will be able to display full-screen animations. Also, because of its speed, the coprocessor will be able to handle the tremendous number of calculations needed in fast moving 3-D polygon graphics (racing games) without bogging down (slowdown).

"AN INCREDIBLE MACHINE"

While it is still way to early to say whether Sega or Nintendo will win the CD-ROM race (the quality, quantity, price and availability of software will determine who wins), analysts who know the market have gone on record in saying that based on specs and price, the S-NES CD-ROM will be "...an incredible machine..."

**SEGA
GENESIS**

The Ultimate Joystick for **SEGA Genesis™**

GRAB THE CLUTCH

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AND FEEL THE POWER!

POWER CLUTCH SG.™

The Super Sonic Control System for
Turbo Power Propulsion.

- **ADJUSTABLE TURBO CONTROL** for each button means maximum power at your fingertips!
- **SLOW MOTION CONTROL** buys you time to get out of those tight spots!
- **COMPACT SIZE** puts performance power in your hands! Any questions? 415.570-7005.

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CIRCLE #202 ON READER SERVICE CARD

STREET FIGHTER 2 JOYSTICK NEARING COMPLETION

With the release date of the hot Super NES cart - Street Fighter 2 rapidly approaching (June 10, 1992 in Japan and June/July in the U.S.), Capcom is putting the finishing touches on their new controller. It is to be called Capcom's Competition Joystick™. This super joystick is currently scheduled for release at about the same time as the cartridge.

Shaped like a wide V (to match the stick/button angular configuration on the arcade game) with a tapered 'wedge shaped' base, this controller is currently planned to be much more than just a single purpose, one game only, stick. In fact, Capcom has built in almost every possible feature to make you want to use this as your main controller.

Besides the obvious 6 buttons and arcade-style joystick, the controller has a lot of other nice features. There are three buttons for auto fire, and a switch that lets you make your joystick work in either 4 or 8 directions. Japanese sources state that a slow motion control will be built in but recent photos do not confirm this rumor. The game start and game select switches are on the left side, and the power switch (to reduce battery drain when not in use) is on the infrared transmitter. Of course you will want to



- | | |
|--|--------------------------------|
| 1 Joystick | 8 X Button |
| 2 4 or 8 Direction Switch | 9 Y Button |
| 3 Game Select Switch | 10 A Button |
| 4 Game Start Switch | 11 B Button |
| 5 Power Switch | 12 C Button |
| 6 Controller Identification
Switch (1-4) | 13 Auto Fire Switches |
| 7 L Button | 14 Infrared Transmitter |
| | 15 Infrared Receiver |

Capcom's new Street Fighter 2 joystick will be released the same time the cartridge comes out. Designed to be a 'universal' controller, it will work with both the NES and Super NES game systems!



Connect the optional infrared wireless module and play cord-free up to 15 feet away!

be playing Street fighter 2 with a friend, and when you do, he will want to be using one of these controllers also. To avoid any problems of the infrared receiver getting its signals mixed up, there is a switch that gives each of your controllers (up to 4 total) a different infrared signal pattern.

Current plans are to have the infrared transmitter and receiver as an optional, extra-cost add-on device (no price yet).

In addition, the controller is also planned to be useable on your older 8 bit Nintendo system. An optional, extra-cost NES plug is scheduled to be available in the near future (no price yet).

As you can see from the pictures this is not going to be an inexpensive controller. While a price has not been set yet, expect it to sell for about \$60. Double that if you will want to play against a friend and add in the price of the cartridge (about \$75). The total cost, \$200! Ouch!

CAPCOM OF JAPAN SETS PRICE ON STREET FIGHTER 2

Capcom of Japan has announced that their game Street Fighter 2 will be released in that country on June 10, 1992 for a suggested retail price of 9,800¥. This converts to about \$75 U.S.

"...step up to the plate..." — Game Pro

ROGER CLEMENS' MVP BASEBALL



"A baseball dream come true...!" — Nintendo Power

"...it looks like you're in center field. A truly cool effect!" — Electronic Gaming Monthly

"the most original 16-bit baseball game"
— IGN.COM



"Roger Clemens' MVP Baseball is showing that it doesn't take 16-bit power to be successful."

— VideoGames & Computer Entertainment

"All the excitement of a personal base...unique perspectives allow you to see what the players in the field see!"

Nintendo Power

"...over-the-shoulder perspective...one thing that sets the game apart is the excitement of live baseball! Feel the Heat!"

Nintendo



E.A./MATSHUSITA TO DO NEW CD-ROM GAME SYSTEM

GALOOB TO SHOW GAMEBOY GENIE AT SUMMER CES

PHILLIPS DEVELOPS NEW CD-I VIDEO COMPRESSION CHIP

CD-ROM First there was NEC Sega jumped in next, and JVC joined in with them. Nintendo split with Sony and latched onto Phillips. Sony would like to work with Nintendo but they may have to do it all alone.

Getting confusing? Too many systems? It's not over yet! There still is one more 'giant' left in Japan who hasn't gotten a piece of the CD-ROM pie. Until now!

The company is Matsushita. If it doesn't sound familiar, how about the name Panasonic?

Here's the story on a new top secret project that starts in the U.S.. Late last year the San Mateo Software Group (SMSG) was created. Not particularly newsworthy except that it was established by Electronic Arts! As a goal, the SMSG set out to create an all CD-ROM based video game system. This they have already finished and rather than tie in with any of the already announced CD-ROM formats (Sega, Nintendo or NEC) their format is all new.

Enter Matsushita. Just recently the Japanese financial trade press noticed that Matsushita has taken a stake in the SMSG. In addition, a spokesperson for Matsushita has confirmed that talks with Electronic Arts are under way, but nothing has been finalized yet. Although they have a capital investment in the SMSG, Matsushita still has to work out who will develop and manufacture the new game system. Once the details have been finalized between the two companies, then the project will be officially announced.

With EA now personally involved with its own CD-ROM system, new questions arise. Will they still support the Genesis and S-NES CD systems? More next month!

EGM has learned that Galoob (distributor of the Nintendo 8 bit Game Genie in America) will be showing a finished version of the long rumored GameBoy Game Genie at the Summer Consumer Electronics Show. It won't be on display for Consumer Days though, as it is being kept under wraps, and it will be shown behind closed doors at a private hotel suite, and then, only to key accounts.

Even though the GB Genie is finished, sources indicate that Galoob is still concerned about Nintendo holding up production with another frivolous lawsuit. Like the U.S. NES Game Genie, the GameBoy version will not be a licensed Nintendo product.

The GB Genie was developed by CodeMasters of England (the same group that developed the NES Game Genie) and Galoob will have the exclusive U.S. rights to market the GB Genie.

The GameBoy version will work the same way as the Nintendo and Genesis versions operate. The GB Genie slides into the cartridge slot, and the GB cartridge will slide into the other side of the Genie. When the GB is turned on, a passcode screen appears and you can enter the appropriate Genie code by selecting the letters with the cursor. Galoob will pack a book of codes with the GB Genie, and they will make available code updates in the same addendum-type mini-book format as they are doing now. As of press time, a price has not been set for the GB Genie.

On another similar point, sources confirm that Galoob/Codemasters is also working on a Super Nintendo version of the Game Genie. Even though the Genie itself is rumored to be finished, the S-NES project is being held up due to the lack of a sufficient number of passcodes. This version is also scheduled for an end of year release. No price yet.

Earlier this year, Phillips of America, demonstrated their version of real-time decoding of Full Motion Video (FMV).

What Phillips has been able to do is to take 72 minutes of full motion video (a movie for instance) and to compress the data approximately 100:1. The data was then stored on a standard 5" CD disc. On playback, the new Phillips chip was able to decompress the full motion video 'on the fly' (no lag time for disc access) and in real time. In other words, the CD-I player was able to function just like the popular laser disc players. The results? Truly amazing! Standard VHS tape (prerecorded movies) has a resolution of about 240 lines. Laser disc has a resolution of around 400 lines and the new CD-I disc came in at 320 lines of resolution. The advantage of CD-I -- it only costs about 60¢ to press (make) a CD-I disc. Just a fraction of the cost of VHS tape or laser disc.

How does that affect game players? While still speculation, remember that Nintendo S-NES CD-ROM discs will play on CD-I machines. What if Nintendo would build into its CD-ROM system cart the new Phillips chip, or a version thereof. Just to be able to playback compressed data would multiply the CD memory by 100.

Is that important? Very much so. Even with 4.4 gigabits of memory on the CD, that translates to only about 2 minutes of 'broadcast quality' FMV. Sega and NEC are able to stretch that amount by drastically reducing the color palette and also reducing the frame rate from 30 to about 15 frames per second, and it shows. If Nintendo masters data compression, their CD system will rule the market. Another advantage Nintendo will have is that if CD-I catches on and really becomes popular, everybody who owns the new CD-I players will be able to play the S-NES CD-ROM discs. Continued next issue.

**WE HAVE
ONE THING
TO SAY
ABOUT
CONTRA® III
FOR THE
SUPERNES.™**



BOOM.



In case you haven't heard, legendary Contra commandos have raided the 16-bit scene and blasted it to ballistic dimensions. **CONTRA III - THE ALIEN WARS™** is primed and designed to blow your mind. It will do things with your Super NES™ you never thought possible, and leave you quaking in your combat boots.

Mode 7 technology brings new meaning to military intelligence, engulfing you in a 3-D sensation and surrounding you with an alien-ridden apocalypse. Hyper-speed graphics run smooth with no breakups through vivid and volatile city streets, highways, skyways, factories and desert badlands to the guts of the archenemy alien, notorious Red Falcon. Scale walls and grip girders and ropes to maneuver your way past an army of gigantic beasts bursting out of your screen. Blast your way through side and top-view missions with advanced, double-fisted weapons. The explosions are the next best thing to being there, without the smell of smoldering alien.

This is the big one.
The mission your
Super NES was
built for.

KONAMI

CIRCLE #146 ON READER SERVICE CARD

INTERNATIONAL OUTLOOK

News, Previews, and Info from around the Electronic Gaming World

Jaleco of Japan / Super Famicom / S-NES SUPER BASES LOADED II

Welcome sports fans to another edition of Super Bases Loaded, starring Jaleco! Once again, the field is mowed and ready to take anything you can dish out.

The players are warming up in the bullpen, while the fans are just cramming there way inside.

Super Bases Loaded II is full of action for avid fans of America's favorite pastime. Choose from a complete roster of the league's best hitters, pitchers and outfielders! Set up the batting order and head out onto that diamond grass field.

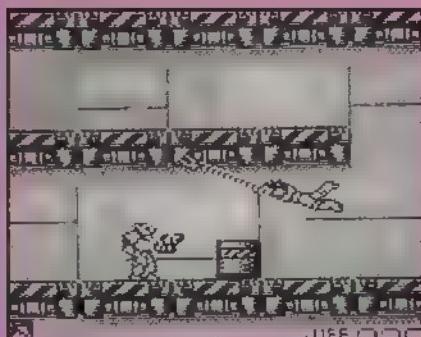
Throw the pitch and see a close up of the action, while the ball sails into the outfield for another perfect Grand Slam!

If you thought the first SBL was good, then check out Super Bases Loaded II.



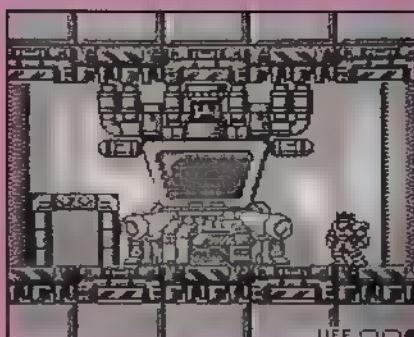
Super Bases Loaded 2 is tentatively scheduled to come to the U.S. in Spring 1993.

Capcom of Japan / GameBoy BIONIC COMMANDO



Your mechanical arm can really save your butt sometimes! This enemy is not very friendly.

Bionic Commando was such a hit on the NES that it just seemed destined to arrive on the GameBoy. Well, here it is and it looks hot! In this side-scrolling action game, you are a half-human half-cyborg with the ability to stretch your mechanical arm to swing across caverns and attack enemies. You can also collect new machine guns and rifles. The enemies you meet up with would all love to turn you into scrap metal. There is plenty of technique, as well!



Super Computers, like this one, are planning Earth's demise. Stop them at all costs!

SUPER NINTENDO

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The Super Controller for the Super NES!™

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For Super Selective
Turbo Propulsion Power.**

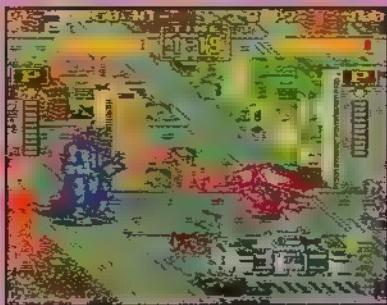
- INDEPENDENT TURBO CONTROL FOR ALL BUTTONS puts more power at your fingertips!
- SLOW MOTION CONTROL buys you time to get out of those tight spots!
- HANDS-FREE AUTO TURBO lets you fire 20 shots per second without even pressing a button!

Any questions? 415/570-7005.

CIRCLE #202 ON READER SERVICE CARD.



Takara of Japan / Super Famicom KING OF THE MONSTERS



Neo-Geo owners have been playing King of the Monsters for quite some time. Now, Takara of Japan is working on a near perfect translation for the Super Famicom!

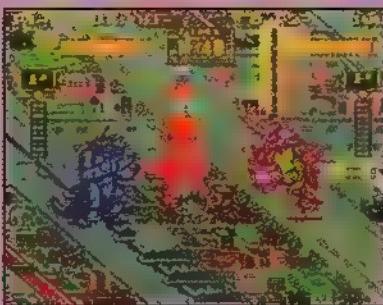
Choose from six powerful monsters ranging from a giant beetle to a stone beast! As you wrestle, you knock down buildings, blow up houses and even pick up tanks and cars to use as weapons!

As you perform beastly wrestling moves, you can collect power-up capsules that give you the ability to become two and even three times stronger than ever before!

Two monsters can battle it out one-on-one, or you can have the two players battle against two computer controlled beasts! Just try not to cross the boundaries, or you will have a shocking surprise!



All of the most popular moves are here including the ultra-powerful body throw!



With a fire blast to the head, even the toughest beasts hit the pavement!

THE BEST COMBAT FLIGHT SIMULATOR ON GAME BOY™ ISN'T A MOVIE LICENSE...



Photo Credit: C. J. Heidley

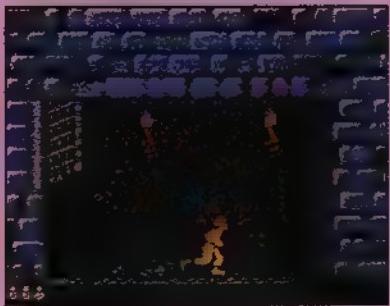
NCS Corp. of Japan / Super Famicom PRINCE OF PERSIA



Your girlfriend has been kidnapped by an evil dictator and only you (yes, you) can save her.

Prepare yourself for the ultimate journey as you must travel through dark and musty dungeons, avoid traps of certain death, and dodge the dictator's evil minions.

Prince of Persia features fluid animation and a lengthy quest!



Here, you have just escaped from one of the dictator's nasty traps!



With your super agility, you can climb ceilings and disappear into secret passages.



To see the super animation, just climb up a wall or jump on top of ledges!

...IT'S JUST THE BEST.



In the case of jet fighter games, it's not always a smooth flight from movie screen to Game Boy screen. Especially if you're looking for

a top-notch simulator.

Introducing TURN AND BURN™. Its Navy F-14 Tomcat handles like the real thing when you answer the call to intercept and destroy enemy bogeys!

TURN AND BURN's got complete 360° rotation.



Fully-instrumented control panels!



Dynamic aircraft carrier takeoffs and landings!

Fully-instrumented control panels. A HUD for enemy targeting. Radar and landing displays for smooth navigation. Wing-mounted

50mm cannons. AIM-54

and AIM-9 air-to-air missiles. A sophisticated ECM system to confuse oncoming warheads.

Actual in-flight refueling. And realistic mid-ocean carrier takeoffs and landings that separate the aces from the raw recruits.



Realistic in-flight refueling!

You won't find dogfighting like this in any other Game Boy title.

So don't be fooled by slick name-dropping. If you want the movie, rent the video.

TURN AND BURN is the Game Boy jet fighter game that demonstrates definitive air superiority!

Designed by Dan Kitchen and Roger Amidon.

"Turn and Burn closely matches the real flying experience of a navy pilot. Very hot"

-Nintendo Power, February 1992.



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RANMA 1/2**BONUS STAGES!**

The bonus stages occur after you play through two rounds against the computer opponent. Hit Happy at least 10 times, in the time allotted! If you take a close look you will see some strange animals watching the event.



If you thought Happy was always a small guy, just check out his special attack!

**RANMA MALE****KUNOH****RYOOGA****KODACHI****GENMA****KOHCHOH**

Ranma 1/2 usually allows you to play only as Ranma (Male) and Ranma (Female), but there is a password to allow you to play as these five other characters!

**Colon vs. Happy****Ranma (Male) vs. Genma****Kunoh vs. Kohchoh****Ranma (Female) vs. Kodachi****RANMA FEMALE**

ARCANA



The future of the kingdom
is in the cards . . . and in your hands . . .

Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana *\är - 'kā - nə* [L, fr. neut. of *arcanas* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmasters, now fast disappearing. 4. The exciting new RPG from HAL America.



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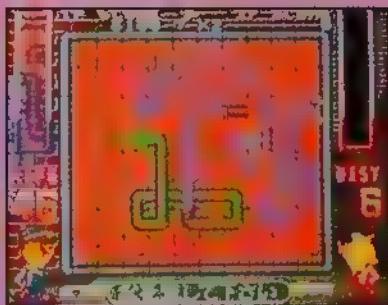
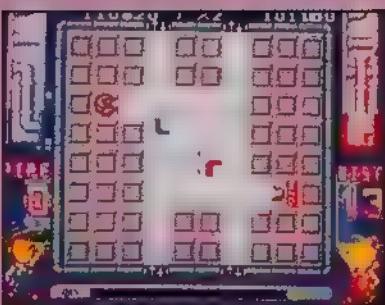
Nintendo[®]

Bullet Proof Software / Super Famicom

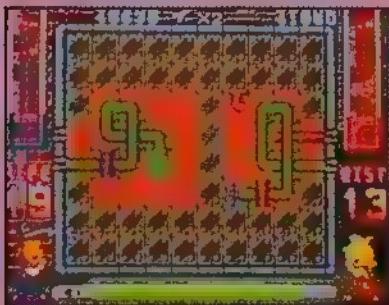
PIPE DREAM



Pipe Dream is the ultimate test of reflexes, timing and skill! Catch falling pieces of pipe and connect them to the pipeline before the liquid spills everywhere! The pieces range from curved, straight or T-shaped pipe fittings. There are numerous levels to complete, but watch yourself as the levels can become quite an overflow!



You are almost out of pieces and the water will make its appearance very soon!



Two pipe sections are made separately, so the center must be completed - or else!



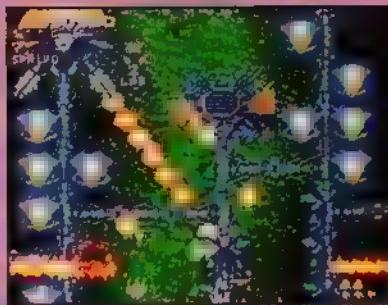
The water is coming! You had better place that last piece quickly!

Toho of Japan / Super Famicom / S-NES

SUPER ALESTE



Shooters have just reached a new level of excitement with Super Aleste (to be called Space Megaforce here in the U.S.)! Pilot the most advanced military weapon known to date on a race to push back an alien armada! Choose from eight potent power-ups that can be powered-up six times each! Blast through eight levels of action with the strange warping effects found throughout!



Fantasy and Creatures of Lore

GEMFIRE

From the
Imagination
Series

Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. The King of Ishmeria inlaid the gems in a crown he called Gemfire. Discovering that the crown held special powers to help his people, he worked great deeds to restore their towns and fields. But the day came when the crown passed



Restore your kingdom to prosperity!

With a gem in hand you control the powers of a magician.

Coming Soon!

to an evil King. He used the powers of the crown against his people until Princess Robyn released the gems.

Now, the spell of Gemfire is broken, and you are in search of its magical stones!

As Prince or Princess of a noble family, capture the gems and unite them with the crown. You must return Ishmeria to peace!

- 64K RAM
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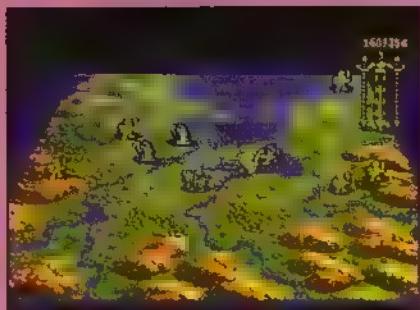
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Taito of Japan / Super Famicom OGRE BATTLE

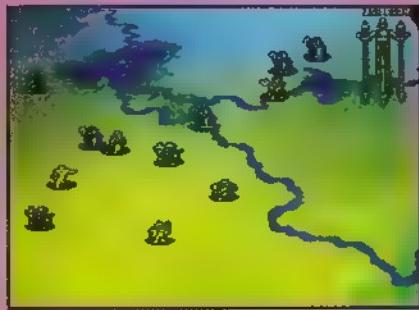


Have you ever wanted to play a board game where the pieces move around automatically! Ogre Battle is an RPG with a little blend of strategy rolled up into one exciting cart!

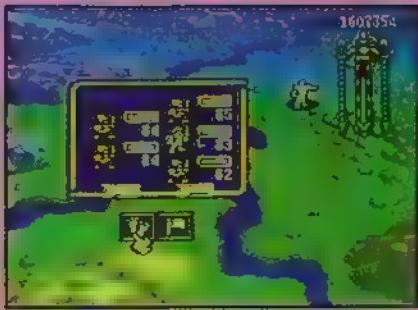
You may choose from a variety of strange beasts from dragons, ogres and dwarves. The more battles you win, the more land you can conquer to overthrow the world!



Here, you can see the large size of the playing fields.



A group of Dragons is preparing to attack some ogres.



To prepare for battle, adjust the slide bars for strength.

Loriciel of Japan / PC Engine CD-ROM BABY JO

Baby Jo needs a home! Jo is one of those lovable cupie dolls you find at carnivals! He will need all of his cunning skills to avoid enemy snails, birds and spitting flowers. Jo can pick up rattles and bonk his enemies on the head, or just throw the rattle! Other power-ups include baby formula and diapers!



Sega of Japan / Mega Drive CYBER ROAD (TENTATIVE TITLE)

Cyber Road is the racing game of the future! You have been challenged by the leading racers from around the world for a race to the death. You have only your skill and on-board weaponry to blow away your foes! For more excitement, you can design your own tracks and include all of the enemies you want



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- Six exciting levels filled with dragons, bats, live skulls and other evil monsters.



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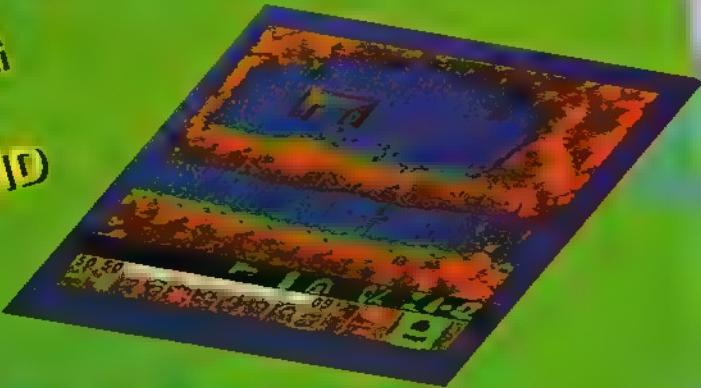
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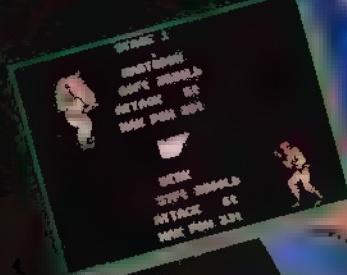
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Rockster
Pushing Punk
Side Act
Slim Earth
Sonic Blast
Street Fighter II
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Super Bloody Rasta
Super Bowling
Super Cup Soccer
Super F1 Circus
Super F1 Grand Prix
Super F1 Hero
Super F1 Pro Wrestling
Super Formula
Super Formula 2
Super Heav
Super Jet
Super Kung
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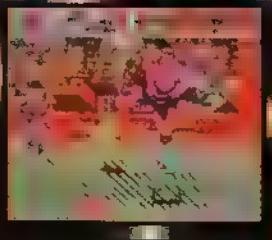
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Super NES

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Dragon Slayer
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Dream TV
Dungeon Master
Empire Strike Back
Final Fantasy IV
Final Fantasy V
Final Fight
Final Fight Guy
Flying Warriors
Greckus 3
Gunforce
Heavy Weight Boxing
Hook
Hyper Zone
Jack Nicklaus Golf
Joe & Mac
Joe & Mac 2
Joe vs. the Well
John Madden Football
Kawasaki Challenge
Last Bout
Magic Johnson
Basketball
Magic Sword
McKids
NBA Basketball All Stars
NCAA Basketball
Nolan Ryan Baseball
Out of the World
Pebble Beach
PK Fighter
Play Action Football
Peppers
Populous
Prince of Persia
Race Driven
Return of Double Dragon
Return of the Jedi
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Super Ninja World
Super Off Road
Super Pro Baseball
Super R-Type
Super Soccer
Super Wrestlemania
Superman
Terminator 2
Teen & Jerry
Turtles in Time
Ukrainian
Uni Squash
World League Soccer
X-Man
Xanadu
If You Don't See It, CALL!



Super Bowling (SFC)



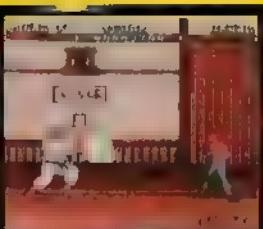
Turtles IV (SFC)



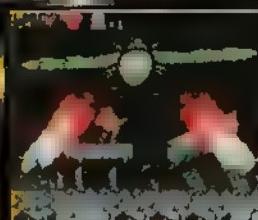
Splatterhouse 2 (GEN)



Ninja Commandos (NEO)



Battle Blaze (MD) • **Final Fight w/Guy (SFC)** • **Ranma 1/2 (SFC)** • **After Burner 3 (MD-CD)** • **Combatribes (SFC)**



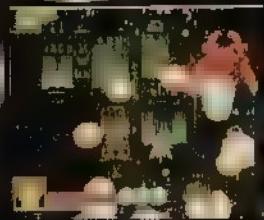
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 Canyon
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 Devil Cup Tennis (SCD)
 Devil Hunter Yaku (CD)
 Double Dragon II (SCD)
 Dragon Breed
 Dragon Knight II (SCD)
 Dungeon Master (SCD)
 Dyno Fots
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 F1 Circus Special (SCD)
 Fishing Fun
 Forgotten Worlds (SCD)
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 Galaxy Force II
 Gates of Thunder (SCD)
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 Gotic (SCD)
 Gun Master
 Hawk P123 (SCD)
 Hell Fire
 Hover Stories (SCD)
 Human Sports Festival (SCD)
 IQ Panic (SCD)
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 It Came from the Desert (CD)
 Kalypso Quest
 Kick Boxing (SCD)
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 Manu II (SCD)
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 Monster Master (SCD)
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 Pacifika
 Pacifika 2 (CD)
 Paradise (SCD)
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 Prince of Galaxy Yuus (SCD)
 Prince of Persia (SCD)
 Psychic Storm (SCD)
 R-Type Complete (SCD)
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 Xemnida (SCD)
 Y's IV (SCD)
 Zero Wing (SCD)
 Zergen (Dynamite)
 If You Don't See It, Call!

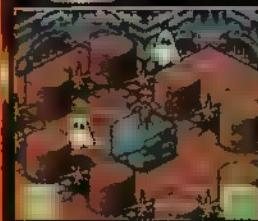
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Nobunaga's Ninja Force (MD-CD) • **Ogre Battle (SFC)**



Power Drift (MD-CD) • **Psychic Storm (PC-5CD)**



Solstice II (SFC)



Top Pro Golf (MD)



Super Flying Warriors (SFC) • **Out of this World (SNES)**

Grey Lancer (MD) • **Musashi (MD)**



Pebble Beach Vol. 2 (SFC) • **Phalanx (SFC)**



Ray Xanber III (PC-5CD) • **SD-X (SFC)**

Game Gear

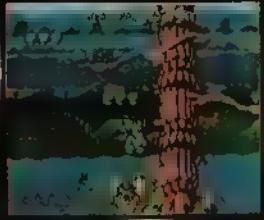
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Thunderforce IV (SFC)



Wonderdog (MD-CD)



Undead Line (MD) • **Street Fighter II (SFC)**

TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

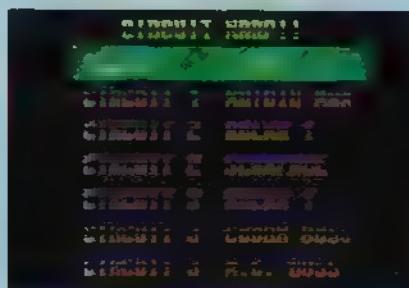
SUPER SMASH T.V.

(Acclaim/Super NES)

Circuit Select - Have you ever thought that this game is just too hard? Well, there is now a circuit (stage) select in which



you can choose from any level; even the bosses! Go to the option screen and press RIGHT, RIGHT, UP, DOWN, R button, L button



and you will hear "Bingo." Choose one or two players and START. You will see a stage select screen to pick your level!



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SMASH T.V.

(Acclaim/Nintendo)

Circuit Select - You need two controllers to do this trick. On controller 2, press and hold DOWN and button B. Now, press START on controller 1. You will have to pick one player and one con-

troller. Press START on controller 1 and a circuit warp screen will show up. You can then choose from circuits 1, 2 or 3.

Mark Howell
Alton, IL



Make sure you pick one player and one controller.



You can select which circuit you want to play.

SHADOW OF THE BEAST

(Electronic Arts/Genesis)

Game Action Replay Code - You MUST have a Game Action Replay unit to make this code work. To become invisible throughout the game, simply put in the following password on the code input screen: 00684 E6209. This will make your player invisible, but not immune to attacks. When you punch, you can see your hand; otherwise, you cannot be seen!

Jason Neifeld
North Lauderdale, FL



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Here's a neat trick you can do only with **GAMEHANDLER**! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your **GAMEHANDLER** controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers, and new timing for his jumps, and even throws his fireballs backwards.



"Make Turtles Disappear!"

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the **GAMEHANDLER** controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your Jump button on **GAMEHANDLER**, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

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Electronic Gaming Monthly 71

CONTRA 3

(Konami/Super NES)

Sound Test - If you would like to hear all of the incredible sounds and music in this game, just try this method. On the title screen, press RIGHT and DOWN very quickly while rapidly pressing the X button until you hear a ringing sound. The sound test screen will appear after this has happened and you may now choose from an array of sounds and music. If you have a rapid fire control pad, set the X button on automatic and do the trick.

Note: Trick works on Japanese version of game
American version may vary



CONTRA 3

(Konami/Super NES)

Double Weapon - If you have a rapid fire control pad, you can do this trick. First, start the game and put the rapid fire on the X button. You will see the weapons at the top of the screen change back and forth very rapidly. Once you get two different weapons, you will see that you can use



The two weapons (spread and laser shown here) will be alternating rapidly.

both of them at the same time. This will help you in defeating some of the tougher enemies and bosses throughout the game. The only weapon that this is not good with is the flamethrower, which will not respond to this trick.



Once you get a new weapon, it will replace the old (spread and crusher shown).

THE LEGEND OF THE MYSTICAL NINJA

(Konami/Super NES)

Extra Supplies Code - With this incredible code, you will have all the essentials possible in order to defeat the game. First, start off the code by typing in the following password on the "Logbook Entry" screen:

6♥KjG RVGG! yBgMR
%△G:: v>G=♥ GRPGV
?

This code will **NOT** work, which is the purpose of it. Then, without deleting the non-functional password, back up to the very begin-

ning of the page using the arrows at the bottom of the screen. After you do this, type in the following password over the previous one:

rzT\$> L1>X9 q+TDA
ZR>?? q/zD >△H>z
:

This will now start you off at level 9, but only Kid Ying will be on the screen. Press the A button on controller 2 and you will see that Dr. Yang is completely powered-up! You should have no trouble winning now!



Mark Strege
Lake Elmo, MN

THE ADDAMS FAMILY

(Ocean/Super NES)

Extra Lives - This is one game that requires skill and agility to get far. Here is a simple password to get an amazing 100 lives! Go to the password option on the title screen and enter the numbers 11111. You will start the game in the hall of stairs and the counter will read 00, but after you die once, it will read 99!



TROUBLE SHOOTER

(Vic Tokai/Genesis)

Stage Select - Plug in controller 2. On controller 1, get to the title screen where it allows you to choose to start or go to an option screen. On controller 2, press START, RIGHT and C at the same time. You will see a stage select option come up in between the title words. Press START, RIGHT and C again to advance stage numbers. Timing is very critical!



SYD OF VALIS

(Renovation/Genesis)

No Background Music - If you would like to get rid of the music in this action game, go to the title screen and push buttons B and START together. However, if you die during the game, the music will be back.



You may now play the game without music, but the sound effects will be intact.

THE ADDAMS FAMILY

(Ocean/Super NES)

Incredible Codes - Here are some of the best codes around for that kooky game, The Addams Family. Go to the password option and put these passcodes in for different results. The codes below are in red.

B&1&B - 5 hearts, 80 lives and Granny and Pugsley rescued.

71117 - 100 lives, 3 hearts and a sword.

W111W - 100 lives, 4 hearts and a sword.

21112 - 100 lives, 5 hearts and a sword.

Tim Pienta
Williamston, MI

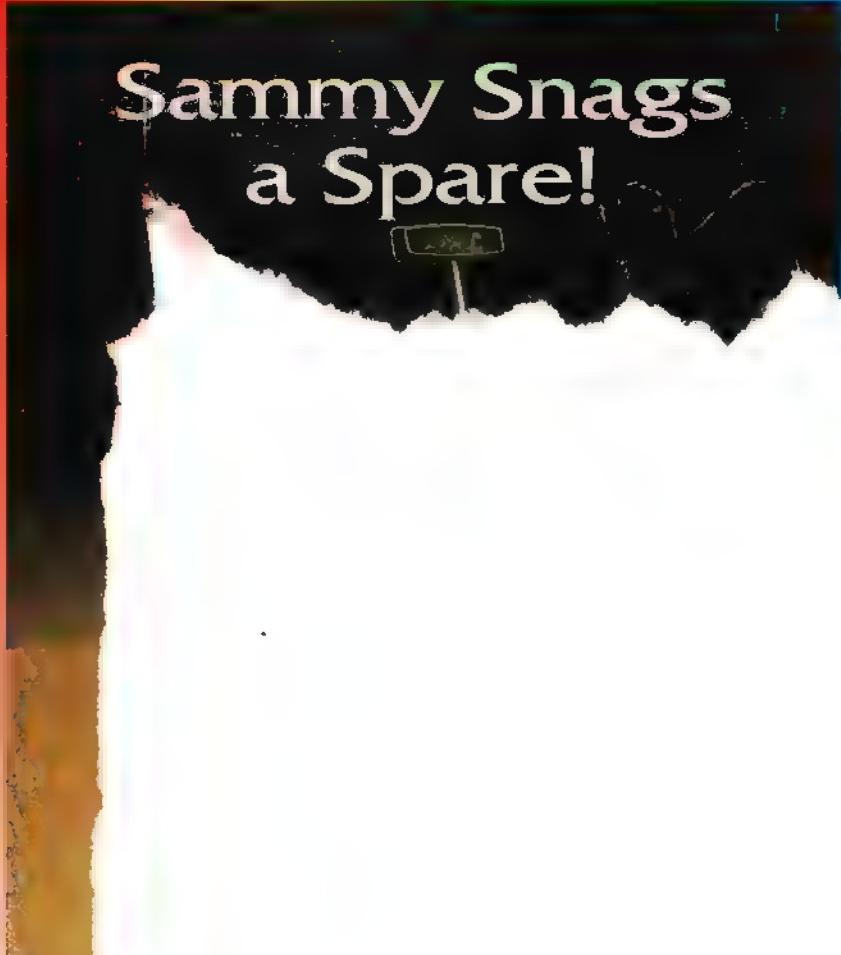


Enter any of the passwords on this screen.



Get the maximum power-up!

Sammy Snags a Spare!



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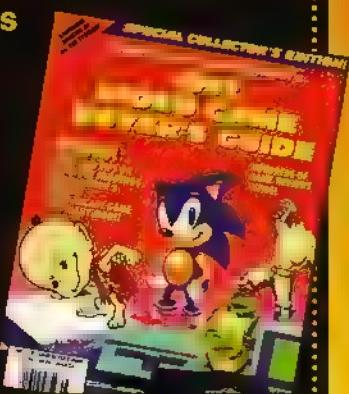
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DESERT STRIKE

(Electronic Arts/Genesis)

Mission Codes - These mission codes are for campaigns 2, 3 and 4:

Campaign #2 - BQJZAEX

Campaign #3 - TLJAOAZ

Campaign #4 - ITOIPEK

Here are some tips on how to attack the Ambassador's Camp:

1. Get plenty of armor.
2. Take out the radar - down and to the right of the road approaching the camp.
3. Fly straight up the road towards the camp.
4. Take out the M-38 with 2

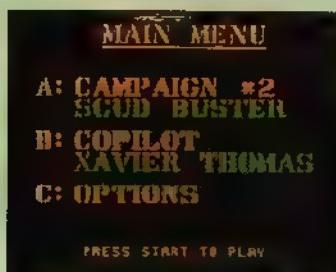
Hellfires.

5. Hang a left on the next street and an immediate right around the building.
6. Right around the building will be a tank and a Rapier/SAM gun.
7. Collect the ambassador - he is under one of the buildings (random).

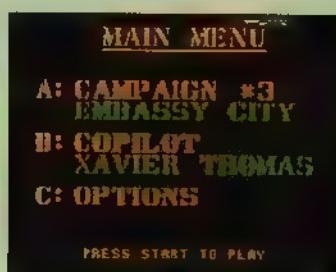
Ken Vance
Las Vegas, NV



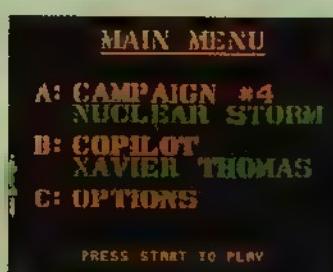
Access the password option by pressing A.



Campaign 2 is a little more intense.



The Embassy presents a new challenge.



This night mission will be a great challenge.

F1-ROC

(Sega/Super NES)

Music Test - Here is a music select for F1-Roc. This music mode lists all 18 music selections that are used in the game. First, bring up the name register screen. Next, input your initials as: OTO and push START. You will then see a music select screen. Use the A and X buttons to change the numbers and then START to listen to your selection.



Note: Trick works on preliminary version of game. Production copy may vary.

Flo Floors Final Frame!



 TECHNOS
american technos inc.

TASK FORCE HARRIER EX

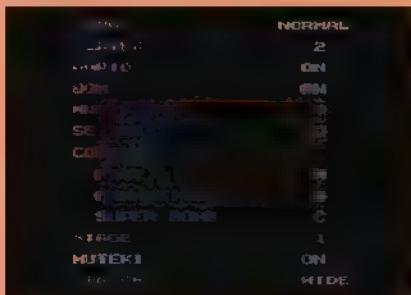
(Treco/Genesis)

Debug Mode - Hold button A while turning on the power.
When the title screen appears, let go of A and push the following buttons: UP, DOWN,



Make sure to hold the A button until this screen comes up.

LEFT, RIGHT, A, B, A, C, B.
Now, select "Config" on the title screen and you will see that the option mode has changed. There are new



You will see that the "Config" screen has been changed.

options called "Muteki" (invincibility) and "Window" (changes the screen size). When in a level, press START and then A to skip levels.



Choose the "Wide" screen option for a better view.

GOLDEN AXE 2

(Sega/Genesis)

Credit Increase - Get to the title screen and move to "Options." Press A, B and C simultaneously and hold them to enter the options screen. Let go of A, but keep B and C pressed. Move down to "Exit" and press START. Choose a 1 or 2 player game by pressing START and then choose a normal game by pressing the A button. You will then see your credits on the lower right hand side have increased from 3 to 8!



PARASOL STARS

(Working Designs/TurboGrafx-16)

99 Continues - This method will get you an incredible 99 continues! Pick up three of the same crest (the ones at the top of the screen). A special necklace will appear soon after, and you must collect this necklace for the trick to work. After this happens, your three crests will turn



Collect three of the same crest.



Exit through the door.



The crests are now stars. Collect the coin.



You have 99 credits!

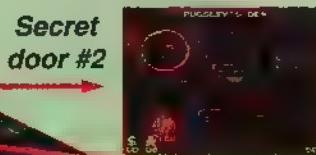
THE ADDAMS FAMILY

(Ocean/Super NES)

Secret Doors and Power-Up Room - Once you start the game, go in the hall of stairs and then proceed to the left.



Secret door #1



Secret door #2



Power-up your hearts in this room.



Collect a sword, golf ball and money!



Use the fez hat to fly to the 1-Up room.



Collect the hat to gain flying power.



Speed up with this sneaker icon.



Collect a sword to pick up this sneaker.

TEENAGE MUTANT NINJA TURTLES 3

(Konami/Nintendo)

Auto Mode - When you begin a game, go to the turtle select screen and do not select any turtle. Instead, move your thumb rapidly along the directional pad. Do this until "Auto Mode" appears in the upper right hand corner of the screen, select a turtle and then play. Now, you can be a different turtle every time you lose a life.

John Kenney
Milton, FL



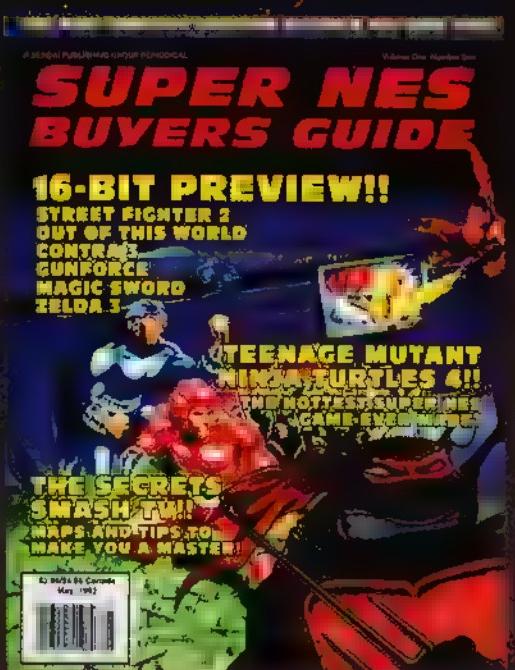
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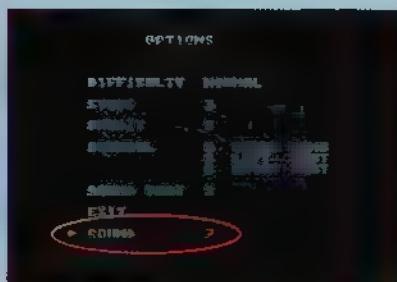
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STEEL EMPIRE

(Flying Edge/Genesis)

Round Select - To choose from any round in this intense shooter, go to the options screen and perform the sound test in the following order: sound 1 - twice, sound 9 - once, sound 2 - once. Once this is done, a new category with round numbers will be added to the options. Select from 1 to 7.

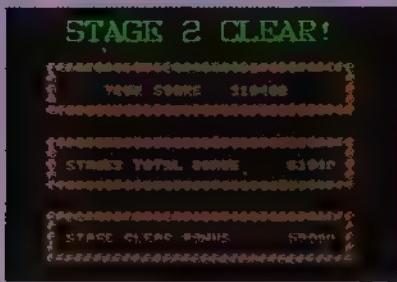


Note: Trick works on preliminary version of game. Production copy may vary.

STEEL EMPIRE

(Acclaim/Genesis)

Skip Levels - To perform a level skip trick, plug in controller 2. Next, get past the title screen and all of the options. Begin your game. Press the C button on controller 2 to skip ahead in your level, if it has a different section, and press it again to end without even fighting the Boss. This can also be combined with the level select trick shown above.



Note: Trick works on preliminary version of game. Production copy may vary.

SYD OF VALIS

(Renovation/Genesis)

Unlimited Life and Yuko's Swimming Suit Bonus - If this cute game is getting just a little too difficult, try this trick. On the title screen, press the following buttons. UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and then START. If you hear a signal sound, you have done the trick right. Once you start the



On the title screen, do the trick and then start.



Yuko will be unharmed by all enemies!

Gus Gags and Gutters It.

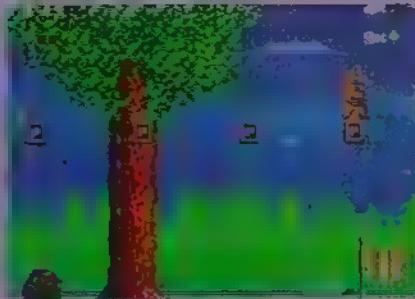


 TECHNOS
AMERICAN TECHNOS INC.

KID CHAMELEON

(Sega/Genesis)

Fight the Final Boss - To get to the last Boss without fighting your way through every level, try this method. Go to Blue Lake Woods 2 and make your



Get on the last prize block, but do not touch the flag!

way through the level, but do not touch the flag to end the level. Get up on the very last prize block in the level, and push DOWN and RIGHT with

the Jump and Special buttons held, as well. You will be warped to the last Boss!

Adam Bryant
Chicago, IL



You will be transported to Plethora, the last Boss!



Find the secrets to defeat this menace within the last level.

TEENAGE MUTANT NINJA TURTLES 3

(Konami/Nintendo)

Option Mode - To get to the secret option mode, just go to the title screen and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B and START. Now, press SELECT to get the desired number of players. If you want to play a one player game, press SELECT three times to make the icon back to the one player slot. Once you have done this method, press START and choose your turtle. After that, you will enter the option mode where you will be able to change your number of turtles, select stages, set the difficulty and listen to the sound test.

Chad Bertalotto
Tulsa, OK

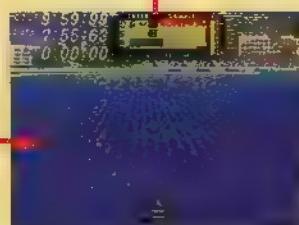
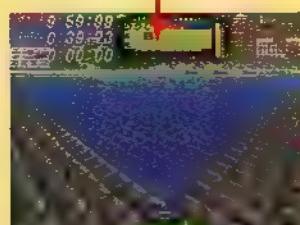


F1-ROC

(Seta/Super NES)

Discover Hidden Course - Choose "Start" on the title screen. Get past the player select screen and choose "Training" in the Config screen. When the course screen comes up, highlight and choose the MONACO course. Do all of the changes you want to your car and then start the race. While you are racing, look carefully for a body of water that comes to a point between two gray bar-

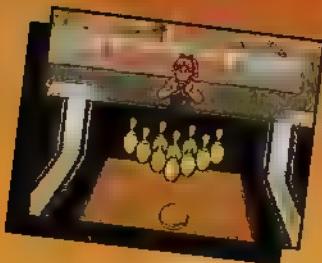
riers. Once you find this, get up to top speed (turn around and come back if necessary) and head for the water. If you place your car just right, you will be able to run your car on the water without falling in. Search for a significant opening from the water to green grass. Once you get to this, you will see that it leads to a new course that is not even on the map!



Strike Your Own Pose!



Choose your weapon:
Left-handed 6-pounder...
right-handed 16-pounder
...and everything
in-between.



You're In charge:
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Aim, Spin and Power
to find the sweet spot
and drop 'em all.



Check the conditions:
Get a feel for the lane—
things change drama-
tically after an oil
change.

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- Set Your Own Pins in Practice Mode



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CIRCLE #183 ON READER SERVICE CARD.

LEMMINGS

(Sunsoft/Super NES)

Lemmings Codes - Here are all of the Lemmings codes for the Super NES version. These should help you through some of the tougher levels and they should get you past the easy levels that you have already beaten. We have even included the incredible Sunsoft levels for an extra challenge!

Brad Coates
Long Beach, CA



FUN

TRICKY

TAXING

MAYHEM

SUNSOFT

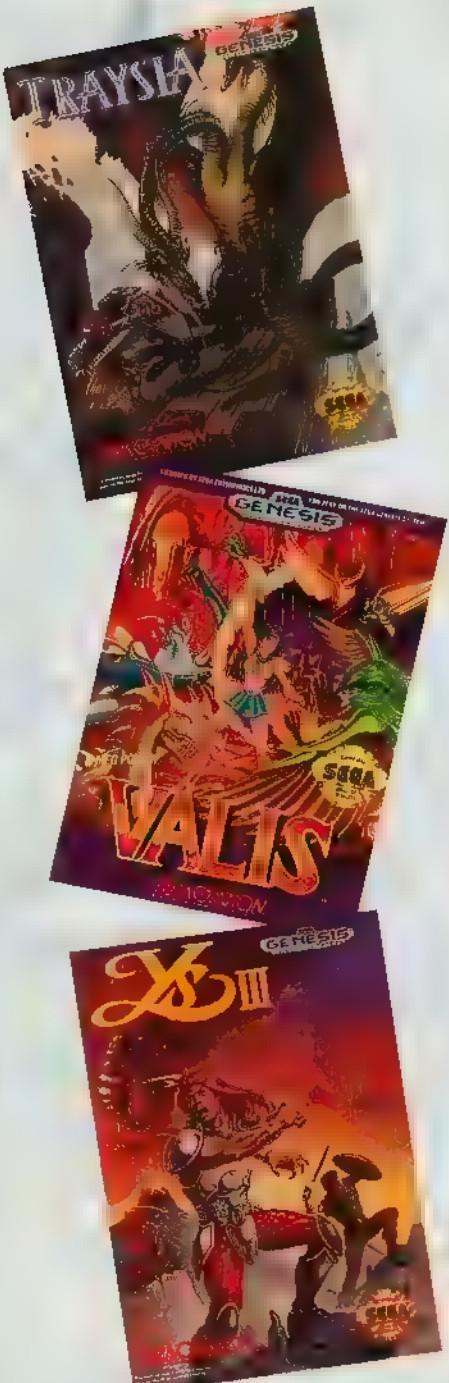
1.	----	MGQZMGG	PQFPTBP	XNMTWVD	TPCWFM
2.	MJDVLXT	LXSFDXB	BPLHRL	KDTJQQR	WSJCLDX
3.	ZBHPRLQ	ZRVXBWQ	CPZRSRV	VNTGWRB	PVNRCMV
4.	GWSXMHK	NKVKRTB	SMSWSPW	SQDLCRR	HZSQQNV
5.	NCDKKWG	GJWDHMG	DXCQKRX	JHQTCPD	KCGHCNC
6.	CKWDRKV	DJCQQZT	MDGMJLV	RQXNVNP	
7.	HCBSMGV	JHSVCQL	WZWSDMK	CBWMMLG	
8.	JBKZQGS	RCHFGNN	HZBCFQM	LCVDQWL	
9.	MMDMKKX	BJWVRCQ	SPRPVHR	KDHWTJL-	
10.	SKFKNNB	RFPZFBJ	BWCBKXJ	GVNKJKL	
11.	LXNLJCP	JKJBRMQ	WRFVJDL	DXCDGNH	
12.	MTPCTNP	MZDCDTC	GGBCXXS	GWJTPLW	
13.	PCLSRCR	ZVMQKXB	TTXQXQL	LNZNHWM	
14.	KPMDGXZ	ZZRHJPL	DCBBWNH	MZXZKZC	
15.	TLVKLSW	JFLKJPX	WCBLDQX	RWLTTCC	
16.	HMHRSDR	JQXRNGJ	PFVFXCR	LGJCRKM	
17.	MFLFHSH	WFVHQQT	NKVCKDN	SQXKBZN	
18.	QXPKCHB	KWVBVJP	QPDDJFB	WXTBWCB	
19.	MWRTLNR	TTKLKZT	QBGBPSW	NPKNRKV	
20.	GMXCWPS	NNFFQPV	JLXJWNW	PZQWRGP	
21.	KGXNLPB	ZNXBKMP	JLHFSSRF	DZTHVNL	
22.	DVJJBGM	QSLQWTJ	WCLJNNK	RMDTBFQ	
23.	LGSSCZL	BGFVMFR	LVFHMM	FCSLSPK	
24.	MVGDKVX	PQZWDFM	MHNNCPC	RNHQXVM	
25.	LSQHCQS	SBCMSJS	RNMKXLP	LTGNDXH	
26.	SXRQMVR	BDGQRNX	XZZSDDN	LHLTDDW	
27.	PMQJPMX	XPPBQWL	BBTSGZC	HCBBKHV	
28.	DHBPTWQ	JHQSPRH	LXFLJPX	MWLGVQJ	
29.	BCXLWVV	GCLKJMQ	QKZVKFT	GSPQCRQ	
30.	FXWBBSL	SRWGXZM	WFCSHNT	ZTTGRFH	

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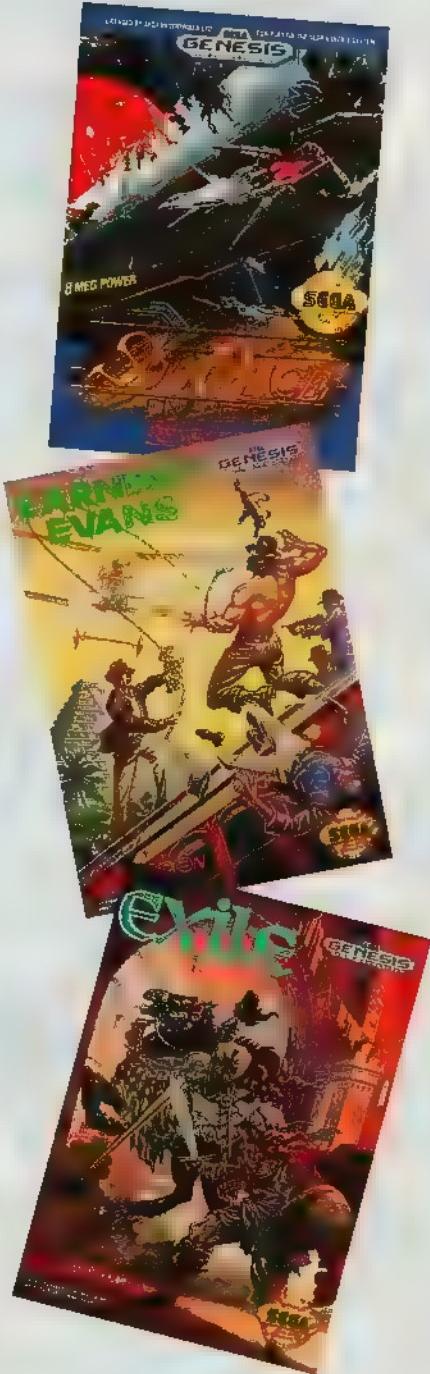
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STREET FIGHTER 2: CHAMPION EDITION

It has been two years, and the 12 World Warriors have gone back to training for the next challenge - Street Fighter II: Champion Edition!

Now you can control the boss characters as well in their quest for world domination. Every character has been enhanced with new exciting changes that turn the tables on previously "unbeatable" characters. As you can see from the chart below, the stats have changed, and now Ken is the most powerful character in the game. Even Ryu beats out Guile in overall ratings. Even

so, gamers can play any character versus him/herself, so there is no excuse for losing!

Some new moves/changes are: Ken's deadly fierce dragon punch not only has a wide range, but it also allows him to do a fearsome triple dragon punch more deadly than Zangief's Screwdriver - ouch! His light-speed hurricane kick is a valuable weapon now, and if a character is caught off-guard, look out! Ryu's fireball is faster than Sagat's, and his hurricane knocks any player off their feet in one hit! Chun Li has new close-in kicks that can surprise newcomers. Her wind kick is a powerful weapon, too. Blanka is a formidable foe thanks to his speedy shock attack and increased stamina when hit in a ball attack. Guile has a worthless knee attack and a cool double jackknife kick. He still recovers quickly



Ken in Red vs Zangief in Black!



Sagat vs Vega!

after Sonic Booms. M.Bison does damage with his torpedo and flip kick even if blocked, and Vega can perform a wall climb anywhere. Sagat wields the deadly (up close) Tiger Knee and a throw. Balrog can headbutt and throw power hits all day. Zangief and E.Honda can move with their power punches (Spin Punch & 100 Hands) but otherwise, no improvements. Dhalsim, sad to say, is not very different other than the speed of his torpedo moves, and the power of his headbutt. Luckily, each character has a weak point for at least one World Warrior to exploit. The table stats will most likely change over the next year, but so far, Ken is taking the lead after a quick sprint from Vega, Blanka, Chun-Li and M.Bison.

All characters were redrawn with subtle differences, except for Dhalsim, Guile, Ken, and Ryu. They have been given additional muscles, smirks, and gyrations for realism. The backgrounds sport different colors, too. All in all, Street Fighter II is the game of the year.

CHARACTER	Ryu	Ken	Guile	Chun Li	Blanka	Zangief	E.Honda	Dhalsim	Balrog	Vega	Sagat	M.Bison
Ryu *	5	7	7	3	5	3	4	4	3	3	3	5
Ken	3	5	6	2	4	3	4	2	2	3	2	4
Guile	3	4	5	7	6	3	3	6	3	4	4	5
Chun Li	7	8	3	5	4	3	3	4	4	5	4	4
Blanka	5	6	4	6	5	3	4	4	4	5	4	6
Zangief	7	7	7	7	7	5	6	6	4	6	6	5
E.Honda	6	6	7	7	6	4	5	5	4	6	6	5
Dhalsim	6	8	4	6	6	4	5	5	6	4	7	7
Balrog	7	8	7	6	6	6	6	4	5	6	6	8
Vega	7	6	6	5	5	4	4	6	4	5	4	6
Sagat	7	6	6	6	6	4	4	3	4	6	5	5
M.Bison	5	5	5	6	4	5	5	3	2	4	5	5
Total	68	80	67	66	64	47	53	52	45	57	56	65
Rank	2	1	3	4	6	11	9	10	12	7	8	5
Strength	8	7	7	5	7	10	9	4	10	5	9	8
Speed	6	8	6	8	8	5	4	5	5	9	4	7
Stamina	8	7	6	4	5	7	10	4	7	6	8	8
Agility	7	8	7	8	8	3	5	5	3	9	4	6
Overall	7.25	7.50	6.50	6.25	7.00	7.25	7.00	4.50	6.25	7.25	6.25	7.25

*EGM's preliminary relative rankings of the characters in SF2: Champion Edition.

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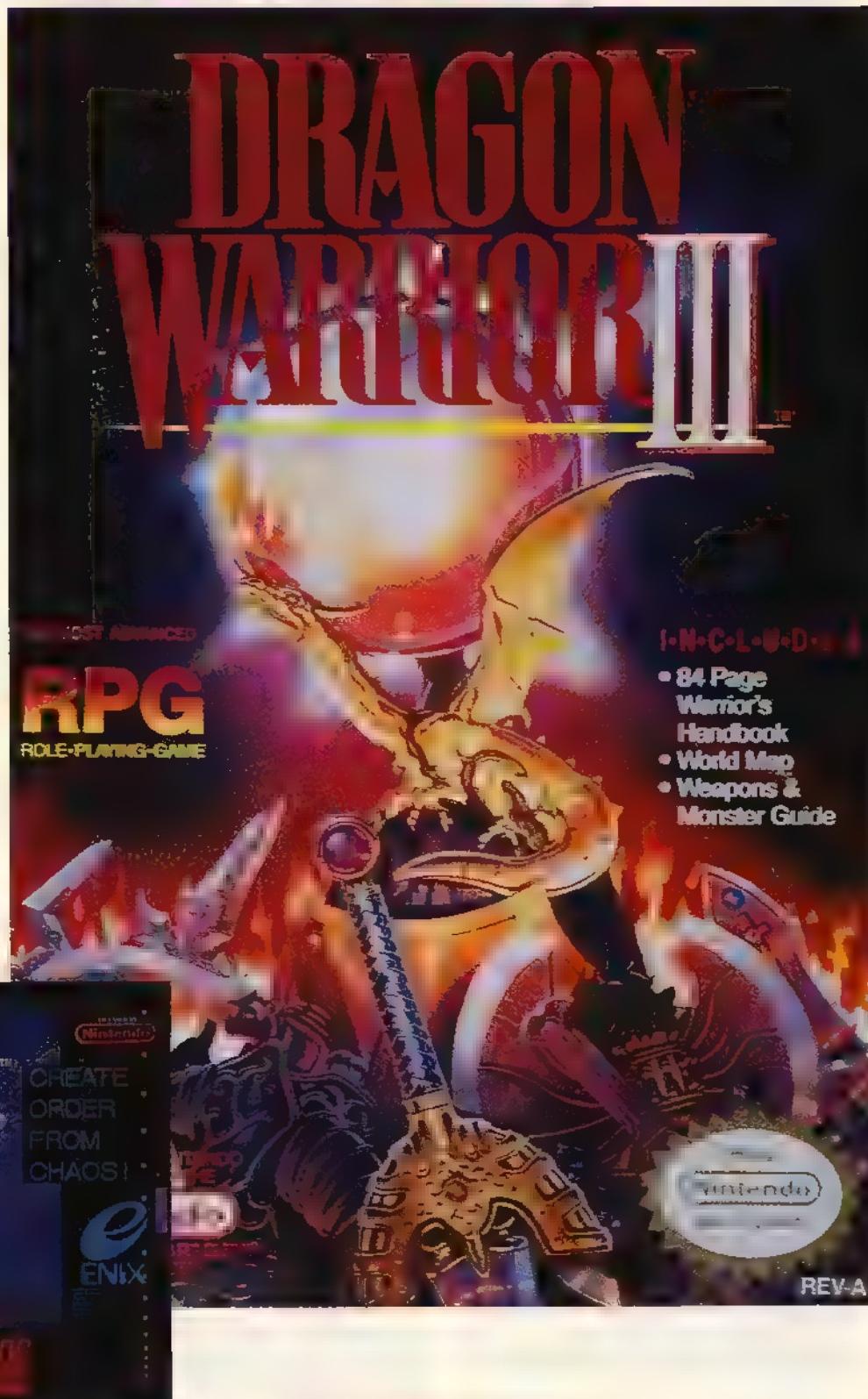
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Dragon Warrior III

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ActRaiser



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DARK SEAL II

Adventure games like Gauntlet and Cadash have been popular in arcades for some time now. Deco has recently released its latest coin-op adventure with Dark Seal II. As with most arcade adventures, you get to choose the character you want to play. Each of the five warriors has different skills, abilities and disadvantages. Pick the character with the powers that best suit your style of game play. Choose to play as the Knight, the Wizard, the Bard, an Elf or a Dwarf!



Each of the five characters has different skills to help them through the adventure. Pick the one that fits your style of action!

Your journeys in Dark Seal II will bring you against many powerful and dangerous foes. Using your skills as a fighter and your powerful magic spells, you must battle your way past dragons, demons and other evil beasts who would like nothing better than to eat you for dinner!



Fire-breathing dragons are one of your toughest opponents in Dark Seal II. You must avoid the stream of fire while trying to hack through its tough hide.

Two players can explore at the same time. With wise choices, the two characters can complement each other's skills. For example, the combination of the Knight and the Wizard gives you powerful attacking and defensive strength with the magical muscle needed to get past some of the more deadly enemies.

Not only will you have to battle the evil monsters in your path, but you must also contend with tricks and traps that have been placed in your path. Dark Seal II is more than just a test of your ability with the joystick. You are going to have to think to get through many of the difficult puzzles and tough traps.

Be prepared for evil creatures to



It is not all battles and bloodshed in Dark Seal II. For instance, now that you have gained access to the treasure chest, how will you manage to get past the wall of fire?

jump out of just about anywhere at any time! When adventuring in Dark Seal II, you must keep your eyes peeled and your guard up every step of the way!

With a little luck, a successful



Oh no - another dragon! If you have already used spells on the first dragon, how will you get past this one?

battle could become a treasure trove for you and your character. Many of the treasure chests you find and the creatures you fight will have items of magical power that can make you stronger and aid in your quest. If you are playing a in two player mode, spread the magic items out among both characters to strengthen them both and give you a more balanced attack in combat. Use teamwork to get through the tougher areas. Spells work well against enemies far away from you and against stronger foes, while the physically stronger characters like the Knight should have no problem wading into battle against the weaker opponents.

Keep an eye out at your local



Here, the Dwarf and the Wizard battle against a flaming turtle. A couple of hits with the Dwarf's axe or a quick spell could cool him off!

arcade for the latest installment in the Dark Seal saga. If you like arcade adventure games, you will not want to miss this one!

For some help with this tough quest, remember to bring a friend along!



Some of your enemies will leap at you, or fly. They can be much harder to hit when they are off of the ground!

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"The Action Replay is the essential companion for
EVERY Megadrive owner.....how can you afford
not to have it"SEGA PRO magazine

■ Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite GENESIS games.

■ With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. More parameters are available every month - free of charge to Action Replay owners!

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SONIC WINGS

If you like shooters, you will be happy to see the appearance of Sonic Wings at your arcade! This vertical shooter has a vertically-placed screen so that you can get as much action as you could possibly want! This screen image allows you to see further ahead and gives you more playing field to work with!



Great graphics and intense action make Sonic Wings one of the best vertical shooters to come to the arcade in a long time!

You must pilot your aircraft against a horde of invading foes. To help you, you can pick up a number of different power-ups that will help you defeat the enemy. The giant beam laser is excellent at ripping apart enemy ships! Of course, the bad guys have a few tricks up their sleeves, too! Rockets, missiles and bombs will assault you as the enemies throw everything they can at you to knock you out of the sky!

Sonic Wings features a two player simultaneous mode that allows you and a friend to cooperate at destroying the invasion. Set up strategies to deal with the menace and protect each other from destruction. The great graphics and huge boss characters make Sonic Wings a premiere coin-op shooter. Are you good enough to survive?



This massive beam weapon works wonders against bosses! Save it up and use it when you need it!



Missiles and massive aircraft are just a few of the things you will have to dodge and shoot in Sonic Wings from Videosystem.

Alpha

NINJA COMMANDO

The Neo-Geo system from SNK has had a lot of exciting fighting games, and they will now get to add Alpha's latest creation to a list of quality Neo-Geo games. Ninja Commando has everything you could want in a fighting game, and it is

made to be used on the Neo-Geo arcade system!

Bizarre creatures and powerful weapons are the name of the game with this one! You are the Ninja Commando, and it is your task to fight your way through all of these enemies! Use your special ninja



Is this the path to victory, or the road to destruction? Check out Ninja Commando by Alpha for the Neo-Geo system and find out!

training and skills to survive.

The training you received will come in very handy against your foes. Not only are combat skills important, but you must also be able to use the special ninja magic talents you will have learned.

Keep an eye on your life meter, or you could wind up in trouble! You also have a time limit in each section of the game, so you will have to work fast to get to the end of each level with enough time to defeat the giant Boss character. For an easier trip through the game, play the two player simultaneous mode with a friend. You will not soon forget your trials as the Ninja Commando in this intense action coin-op game for the Neo-Geo system!



Creepy critters with weird weapons will tax your ninja skills in this hot fighting game from Alpha!

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NEXT WAVE

NEW SOFT NEWS

As CES approaches, the video game companies are starting to talk more about the games that they will be bringing out this fall. Accolade is working on a S-NES version of their Test Drive 2. A GameBoy version of the arcade classic Centipede is coming soon. Activision plans to have Mech Warriors for the S-NES out during the 4th quarter. ASC is likewise, working on new S-NES titles. Super Power Punch should be out by Christmas. Bignet is moving ahead on new Mega CD-ROM titles. Their newest project - Sticky, is an action adventure game. Heavy Nova 2 and World War 3 (working titles) are scheduled for release later this year. Atlus plans to convert their humorous Wacky Racers to GameBoy. Data East is jumping on the S-NES bandwagon with Mutant Fighter. They haven't totally left the Genesis fold though, as Captain America is scheduled for September. Konami's new GB game - Zen: The Intergalactic Warrior should make it this year. Mentrax has Nolan Ryan's Express for the Genesis, and Renovation is working on Death Bringer and Grand Slam Tennis for the same system. The unnamed Sofel boxing game is now called TKO Boxing. It is for the S-NES. Razorsoft plans on doing Jerry Glanville's Pigskin Footbrawl and Keeper of the Gate (was Stormlord 2) for the Sega 16 bitter. American Sammy is bullish on the S-NES as Sorcerer's Kingdom and Ultimate Football are new 16 bit Nintendo titles. Still no word on anything from Sega for any of their systems.

Tradewest / Super Battletoads

Back at the January CES, Tradewest gave EGM a look at the first level of the new S-NES Super Battletoads (Issue 32, March 1992). Now, with a few more levels finished, EGM gets yet another exclusive look at some of the details which Tradewest is building into this super cart.

While Super Battletoads plays similar to the first game, the new moves and faster action will blow you away. Your special moves have been powered-up, as well. When you do a special move, your arms and legs grow to

tremendous sizes and change shape to form hammers, ram horns, mallets or spiked shoes.

The levels are intense in both action and graphic presentation. One of the levels has the Toads walking on a tile floor with a perfect mirror image shown in the reflective tile below their feet!

Don't forget, Super Battletoads is a two player simultaneous game with no slowdown!

Although this game is still in the works, you can count on EGM to show you more and more great aspects of the game as it becomes available to us!



As you travel down the tunnel, the heads of cave dragons lurch out to attack!



Notice the reflections of the Toads in the floor! This is just one of the many new features!



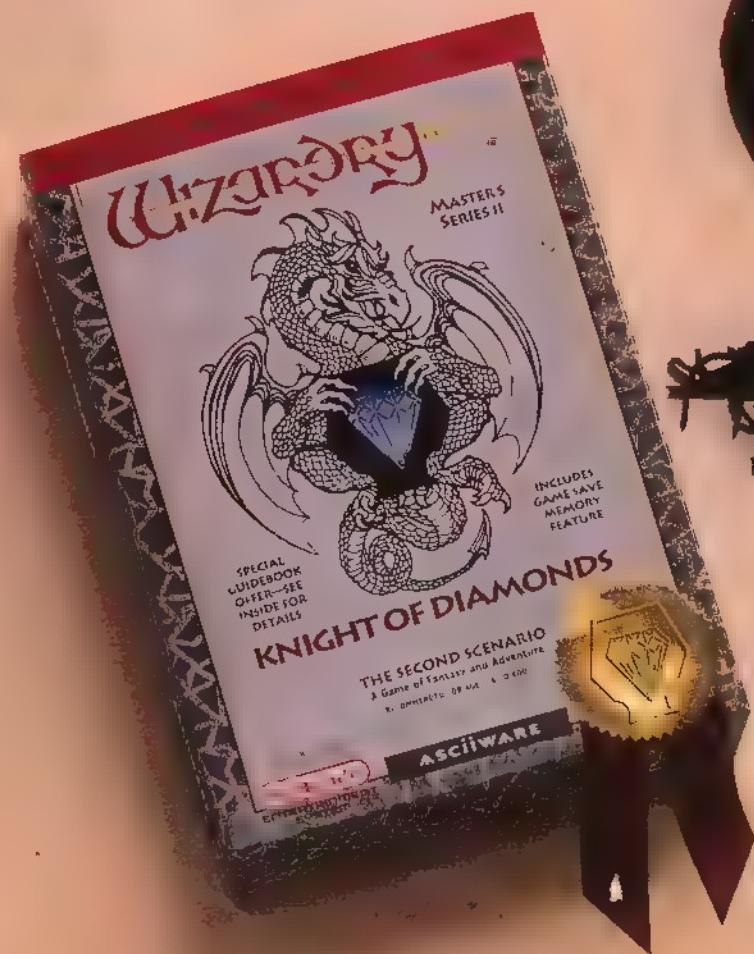
Watch your back! Enemies appear from this tunnel, so be prepared to bust some heads!



Take out the bridge guardian with one of your special attack moves.

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CIRCLE #202 ON READER SERVICE CARD

LucasArts / Super NES



Here, Luke is attacking a Bantha while a Tuskan Raider is assaulting our hero from behind!

One of the most popular science-fiction movies of all time has found a new home within the Super NES!

Luke Skywalker has his work cut out for him. Darth Vader is attempting to take over the galaxy and only Luke and the rest of the rebellion can put a stop to him.

Along the way, Luke must locate Han Solo at Mos Eisley Bar and get a lift to the rebellion base, but many other adventures seem to take place along the way!



Luke is being attacked by a group of Jawas? Luke had better hope his blaster has a full charge!

USA BASKETBALL

Electronic Arts / Genesis

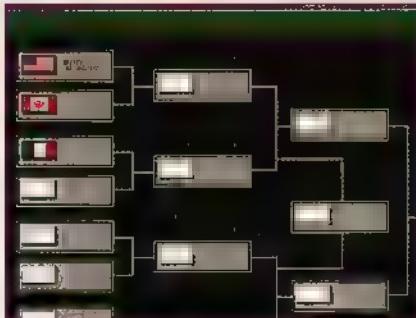
Electronic Arts has a history of producing some of the most exciting and challenging sports games in the market! Now, they are developing USA Basketball for the Genesis!

USA Basketball is different because you do not just play U.S. teams, you get to play teams from all over the world! You can select the team you would like to be from a wide selection of the most desirable choices.

You can play against the computer to win the Championship or play against a friend in the two player versus mode!



Win the basketball tournament and witness the awards ceremony!



TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!

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WARRIOR OF ROME II™



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CIRCLE #175 ON READER SERVICE CARD.

CAESARS PALACE

Virgin / NES

Do you have a slight case of gambling fever? Then check out Caesars Palace for the NES! Walk in with lots of cash and proceed to any of the common game tables. You can pick from any of the classic games like playing the one armed bandits, blackjack and, of course, poker. Caesars Palace looks and feels like you are really there, except it is a whole lot cheaper!



FABLES & FIENDS

Virgin / Super NES

Fables and Fiends is a new action/quest game for the Super NES. You must search the beautifully detailed countryside, talk to people in towns and try to survive the attacks from forest beasts. You can also collect very powerful magic spells to conquer any major foes who dare to cross your path! Take on the adventure of a lifetime with Fables & Fiends.



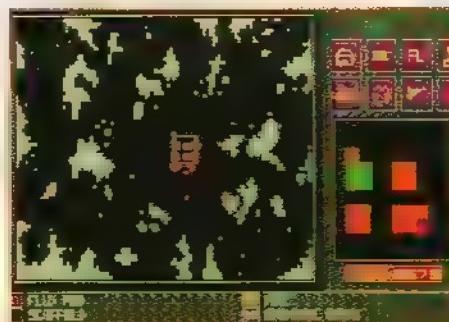
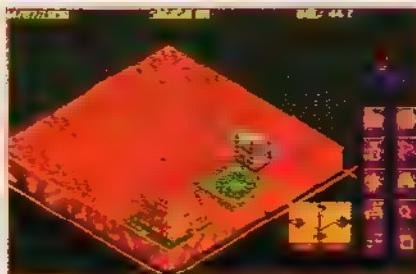
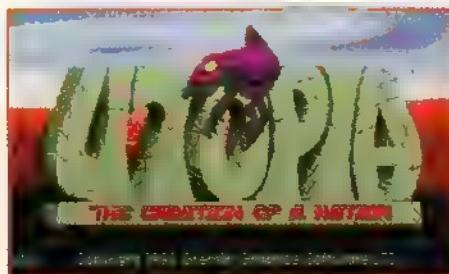
UTOPIA

Super NES

Utopia is a game about the construction of a near perfect place for people to live. Set in a futuristic timespan, Utopia places you in command of developing this colony to full growth. This is not as easy as it sounds due to an alien race that keeps attacking your colony.

You start on a barren landscape that you build up by using command icons located on the right side of the screen. There are 25 buildings to choose from including laser turrets to defend the colony, living quarters for your people and life support buildings that recycle unbreathable air to breathable substances.

If you can hold off the alien attacks and keep your people happy, you just might have what it takes to create a true Utopia.



You start off by looking at a basic landscape. Use the icons at the right to construct buildings, wipe out unsuitable living areas and connect roadways. Once you have an area set up, your people can begin to rebuild their lives.



The Senior Advisors inform you when there is a problem. You can refer to them as often as needed!

You're into it!



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CIRCLE #225 ON READER SERVICE CARD



The "Sim" series of involving simulations makes another appearance on the Super NES with Sim Earth! This is not just any simulation, though. You must choose a barren planet and nurse it to life with plants, trees and, of course, humans!

The game is operated on a slide bar format where you make minute adjustments to conditions and help life to spawn with special icons. As the population increases, so will the problems that occur.



This is the screen you will see most. You perform most of your creations here; plus, you can view the surface quickly.



The atmosphere is just one of the many variables to watch over.



To get a better idea of how your planet is doing, you can view it from space and get altitude and water level readouts.



Breaking the spells that bind is what you'll need to do in this new game from Sages Creation for the Sega Genesis. Gamma, the evil spell master has changed you and your princess into stone pillars in his evil kingdom of the damned. Your only hope

is to correctly deflect the glowing power sphere through a hellish maze. You'll need to topple stone walls, cut down spell bound trees that come to life, gallop through gates of ghouls, and dance with demons, while traveling

through worlds of fire and ice. Most importantly you'll have to keep moving forward in order to escape the fiery depths. Not only will you need skill, but

"GREAT TWO PLAYER COOPERATIVE FUN!"

SPOT II

Virgin / Super NES

The famous 7-UP Spot is starring in its very own video game! Based loosely upon the classic board game Othello, Spot II breaks new ground in innovation! In Othello, the pieces change according to the end piece placed upon a row, but in Spot, the pieces change color around a central piece! After each level is complete, you get to see a cinema display showing Spot in different situations like surfing on a 7-up bottle or building a sand castle



Here, Spot is seen surfing on a 7-UP bottle through the ocean.



In this cinema, you get to watch Spot build a sand castle while dodging little sand crabs. After this, you are onto stage three.

Spot name and 7-UP logo™ & © Seven Up Company

HEAVY NOVA II*

Bignet / Mega CD-ROM

Heavy Nova was such a hit when it landed on store shelves that Bignet is releasing a sequel with the working title of Heavy Nova II.

If you remember, there were some points in the game with no enemies. That has now all been changed. Everywhere you walk, there will be enemies for you to attack! There are 10 stages of one-on-one robot action, along with more animated cinemas that will be part of the new CD-ROM version. Expect this to be one of the first third party Mega CD discs



Here, a rival robot throws you around like a rag doll!



In the combat scenes, you fight against a fellow robot.

*Heavy Nova II is the working title and is subject to change.

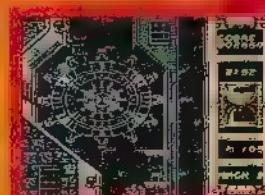
FOR SEGA GENESIS

each tick of the clock brings you closer to eternal damnation! Seven burning stages, vertical and horizontal scrolling, 3 difficulty levels each with a different

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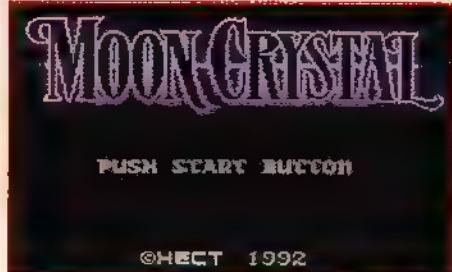
MOON CRYSTAL DTMC / NES



Most of the people you encounter won't look friendly...they aren't!



The fight along the clock tower contains many new surprises.



Moon Crystal is the newest action title released by DTMC. You must recover the stolen Moon Crystals from the thieves that nabbed them. Your journey will take to many new and faraway lands.



This is an overview map that plots your progress.



The enemy will attack you with daggers, hatchets and other weapons.



Aboard the ship you must face hoards of nasty pirates!

BASEBALL STARS II SNK / Neo-Geo



Baseball Stars II is a baseball fan's dream come true! Not only do you get real home run action - right out of the arcades - but this version has a different twist to it!

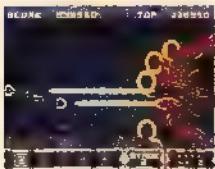
You can purchase power-ups like a blue bat that gives you the ability to hit a home run almost every time! There are also close up shots of the players as they run to bases, catch fly balls and slide into home!

Baseball Stars II also features two player simultaneous action for an exciting day at the ball park!





HURL
THROUGH
SPACE.



It's so fast, it'll make your teeth rattle. So intense, it'll make your toes curl. So action-packed, you'll go rocketing, blasting and splashing your way through 8 stages in this Super NES Action/Arcade classic. It may take facing horrific 3-D creatures and multi-level scrolling. It may take a will of iron and nerves of steel. But you've got what it takes! Even if you have to hurl.

SEIKA

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Circle #211 on Reader Service Card

DEATH VALLEY RALLY

Sunsoft / Super NES

Sunsoft is working on its latest title for the Super NES entitled Death Valley Rally! You play the Road Runner as you try to outwit and outmaneuver the cunning Wile E. Coyote in a race for your life. Many traps are set alongside the road to trap you, with some set up by Wile E. himself. Beep Beep!



ANDRO DUNOS

SNK / Neo-Geo

Andro Dunos is the latest side scrolling shoot-em-up for the Neo-Geo. You must pilot your fighter through hordes of alien ships. Blast them away with tons of power-ups you collect throughout your odyssey! You can even have another player join in, if the mission is too rough to go alone! It is a great shooter on its way!



PRINCE OF PERSIA

Virgin / NES

An evil wizard has kidnapped your beloved bride-to-be! It is up to you to save her! Prince of Persia is an action game like you have never seen! You have one hour to save her, but you must contend with the wizard's henchmen while also dodging various boobytraps throughout the levels. Hurry up! She is waiting for you!



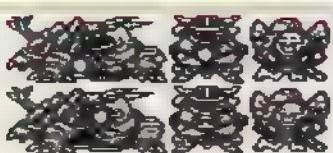
FINAL FANTASY SAGA

Square / GameBoy



Cecil comes to another town near the river. What surprises could be in store once you enter? Maybe a future party member is here!

The legend continues with Final Fantasy Saga! Cecil has found himself on another mission to seek and destroy an evil armada attacking Cecil's homeland. He must visit various towns and recruit soldiers to aid him in his mission. Use the gold pieces collected from fallen enemies to power up your party with new swords, armor, and shields. You will journey mostly by land but later on you receive a fighting ship from an old friend. If you own the first two of the series, this third one is definitely worth looking into!



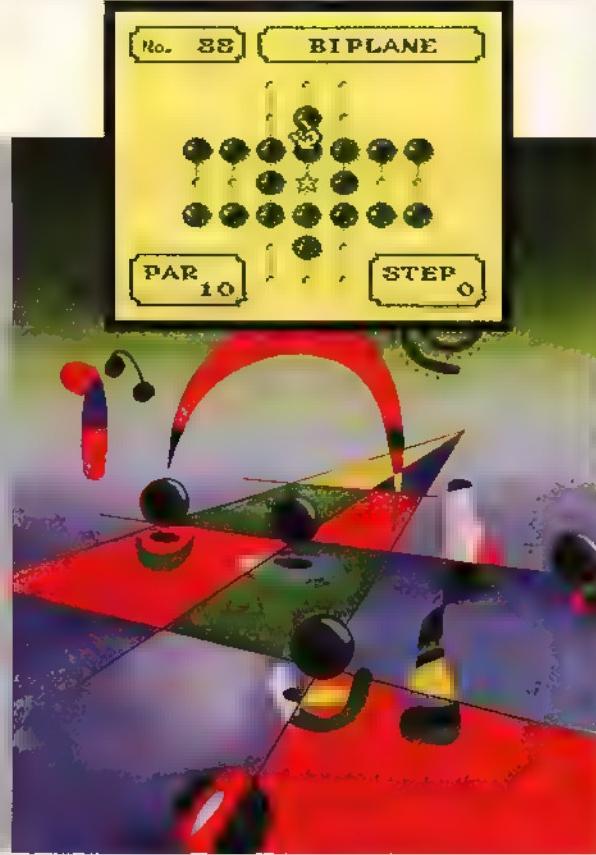
Eonis attacks with McCannon!

In Final Fantasy Saga, there are five characters that can join the party. Another improvement is the number of enemies you can battle at once!

MIND GAMES



GAME BOY®



Square Deal

The Game of
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Think fast. This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It'll take all the concentration you have to beat this game. Of course, a little luck couldn't hurt.



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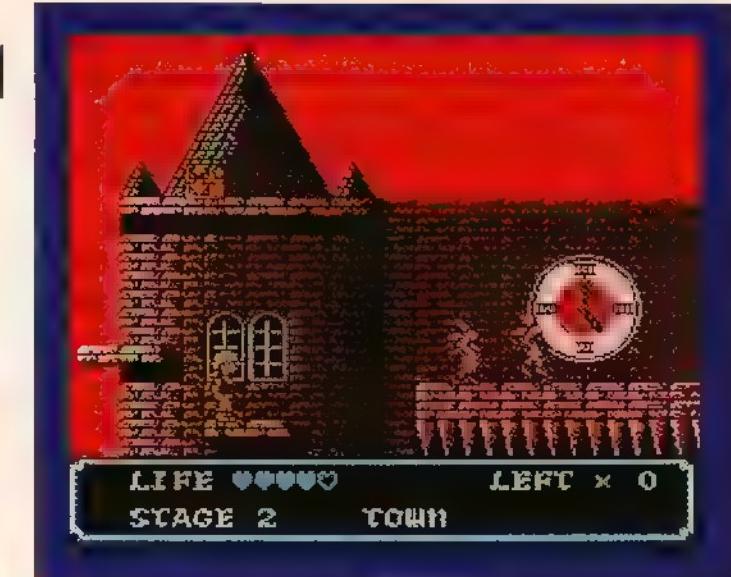


Moon Crystal



HECT®

Somewhere out there on Count Crimson's Island, Moon Crystals are being mined to bring back the dead in an evil way. Can you stop this madman before it's too late? The world is depending on you to save it from total doom. Live this truly awesome graphic adventure on your Nintendo Entertainment System®.



All right. The hot sequel to the sun, surf and sand sport game is back in a big way...Super NES® style! Five new events test if you really are the coolest dude or dudette around: Body Boarding, Snow Boarding, Jet Surfing, Hang Gliding and Skate Boarding. Up to eight players can compete to enter the Hall of Fame or end up in the Hall of Shame.

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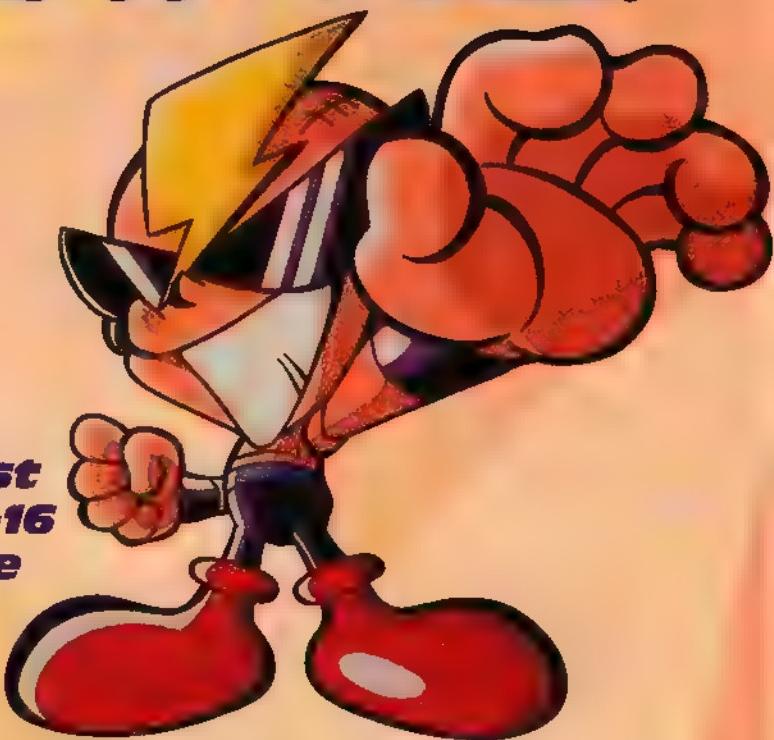
CAN YOU GIVE THIS GUY A NAME?

If so, then you are eligible to win great prizes from Turbo Technologies! Turbo Technologies is working on a new TurboGrafx-16 game starring a future relative of Bonk! However, they want you, the readers of EGM, to come up with the best possible name for their new character!

1

1ST PRIZE

**You could
win the first
TurboGrafx-16
Duo in the
United
States**



5

2ND PRIZES

**You could win
one of five
TurboGrafx-16's**



20

3RD PRIZES

**You could
win a copy
of Bonk's
Revenge!**



Contest Rules. All entries must be received by June 10, 1992. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of Sendai Publishing Group, Inc. or Turbo Technologies Inc. and their affiliates are ineligible to enter. Turbo Technologies Inc. and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Turbo Technologies Inc. and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: First (\$299.00), Second (\$99.00), Third (\$49.95).

To enter:

- 1) Come up with a name for the new Bonk!
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NAME THE NEW BONK CONTEST
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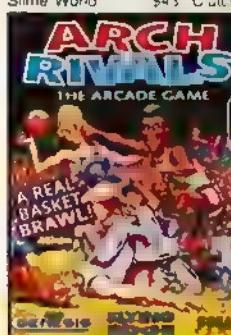


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Star Wars: The Empire	\$54	SEGA HARDWARE	

TEENAGE MUTANT NINJA TURTLES IV TURTLES IN TIME



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	SUPER NES	EASY	AUGUST
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	10	ACTION	95%

COWABUNGA DUDE!!

The Turtles are back in a new adventure for the Super NES system. Turtles In Time is the new adventure in which the Statue of Liberty has been stolen! To make matters worse, Shredder has banished the Turtles into a time warp from which they are never to return. You must fight your (the turtle's) way out of the time warp, defeat the Super Shredder and return the Statue of Liberty back to its original resting place!

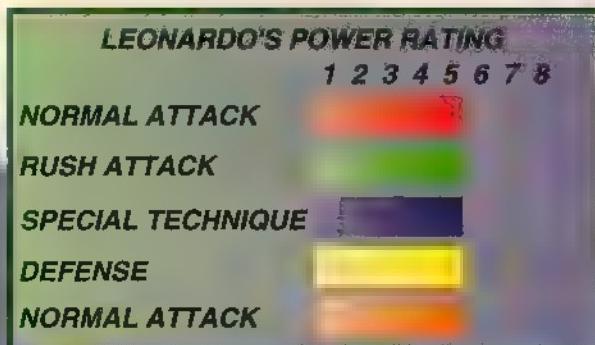
In the first three levels of the game, you must defeat the Foot Clan soldiers in the streets of the Big Apple. In level four, Shredder puts you into the time warp. After starting out in a prehistoric age, you must then fight your way back to the present day in order to defeat Shredder and reclaim the Statue.

Game control accurately matches the arcade and it has some very cool special attacks complimented by Mode 7 scaling. There are also numerous power-ups to collect that make thrashin' Shredder a most easily, excellent task.

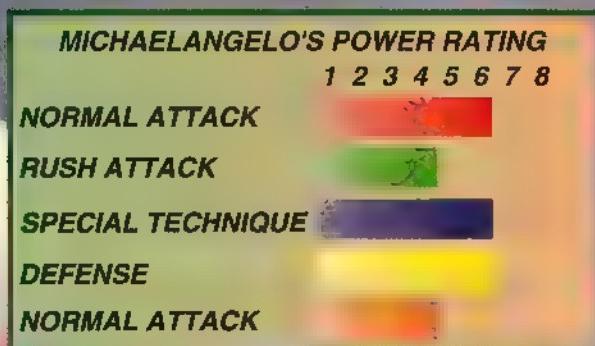
OVER 20 DIFFERENT MOVES!!!!



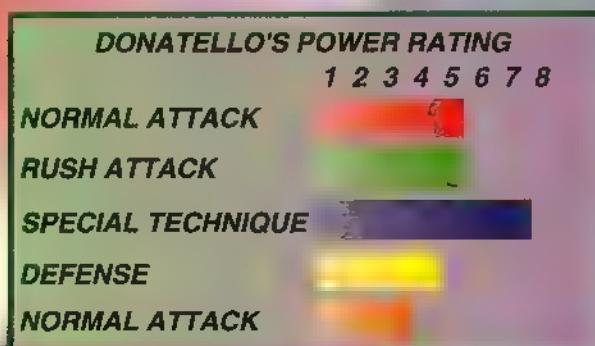
TURTLE POWER IN FOUR DIFFERENT WAYS!!!!



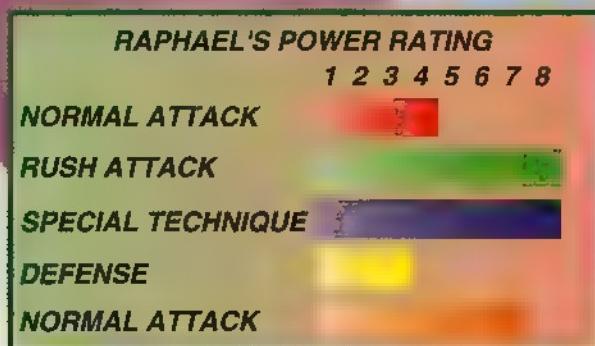
Leonardo is the most well rounded turtle. He will do most everything well. His weapons, the Katana Swords, are very powerful and all of his moves are relatively fast. His special move is a spinning double sword slice, which is one of the most powerful attacks. Use Leonardo and send the Foot Clan crying home to Shredder.



Michaelangelo is a fairly rounded character. His greatest asset is his weapon, the dreaded...Nunchakus. Although his weapon is the most powerful, he lacks an important feature, speed. He is the slowest of the turtles. However, his special technique is a twirling attack that uses the Nunchakus. This is extremely powerful.



Donatello will not win any world's fastest speed records either, but his other actions make up for his sloth-like movements. His weapon is a simple Bo, but there is not anything simple about it. It enables you to give the Foot Clan a good beating before they can even think about touching you. Donatello's special move is a jump kick used with Bo.



Raphael is a bit on the speedy side; in fact, he is the fastest turtle of the bunch. Due to his speed, his special attack and rush attack are extremely effective. His weapon is a pair of Sais. This is a relatively powerful weapon, but due to the size of it, Raphael's defense suffers. Raphael's special attack is a ballistic round kick.



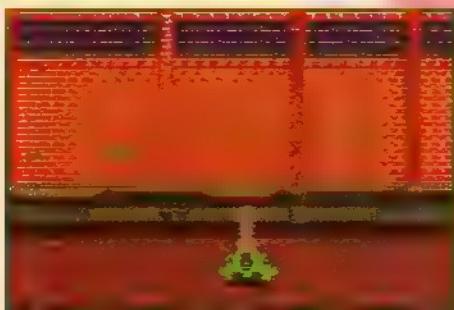
Customize your turtle and power him up in the option screen.



Choose from three different courses and set records in the time trial.



Grab a friend and go turtle-to-turtle in the versus mode.



STAND CLEAR OF THE SEWERS!!!



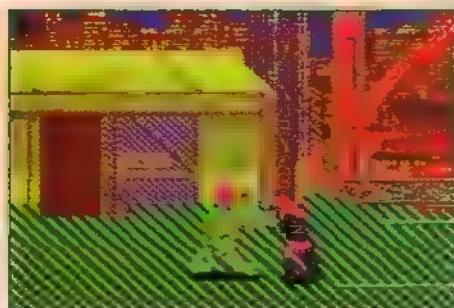
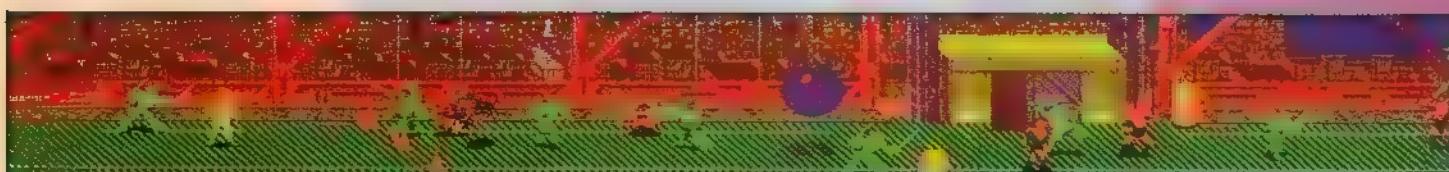
GIVE THE CLAN A RIDE THEY WILL NEVER FORGET!!!!



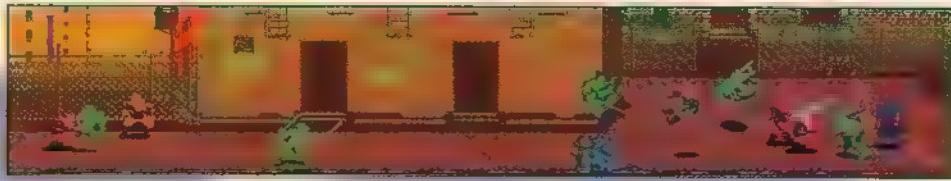
It is pizza time! Collect these Italian pies to replenish a turtle's life.

Turtle power! Collect these icons and become a Super Turtle.

Bonus stage! By collecting these icons, you rack up big points.



In level one, you must maneuver your turtle through the Big Apple. After being attacked by various members of the Foot Clan, you must defeat Boss one, Baxter.



Alley cat Blues!! Fight the Foot Clan in the back alley's of the big city. As you make your way through the level, defeat the clansmen and fight Boss two, Metalhead.

SCENE THREE: SEWER SURFING!!!!



SCENE FOUR: THE TECHNODROME!!!!



SCENE FIVE: PREHISTORIC TURTLESAURUS!!!!

THREE JOKERS DO NOT BEAT AN ACE!

June 28, 1914. Arch Duke Ferdinand was assassinated in Sarajevo. This atrocity led to the declaration of war between the Triple Alliance of Great Britain, France, Russia and the Triple Entente of Germany, Italy and Austria-Hungary. The war lasted for four long years. Born during these years was an elite breed of airplane pilots, the Aces.

Wings 2 - Aces High puts you back in time to fly with one of the most potent flying forces of the war. You are in command of a squadron of five recruit pilots. Prepare to successfully pass all of your recruits through flight school to earn them their wings. Thus, the fun begins. You must power-up your pilot until he becomes the elite, the Ace. To do this, he must fly actual combat missions and complete them successfully. The R.A.F depends on you!



After selecting a pilot or finishing a mission, you have the option to fly another, return to the barracks for a rest and a code or review the records of your performance.



When back from a tough mission, return to the barracks for some rest, again, and a code to continue where you left off for later.

WINGS



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NAMCO	SUPER NES	MODERATE	FALL '92
CART SIZE		NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG		N/A	SIMULATOR	90%

THERE ARE FIVE PILOTS TO CHOOSE FROM!!!



Lawrence Wolfe is a rich socialite in search of glory. His forte is the Lewis gun.



Sean Maloney is an Irishman who started out as a mechanic. He now flies for the R.A.F.



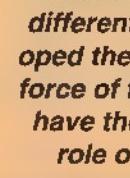
This is Charlie Dexter, an American flying for the R.A.F. He was born to fly.



Marcel LeBlanc is an Ace who left Canada to fly for the R.A.F. He is a known marksman.



John Hargreaves, a former factory worker from Manchester, is now an Ace in the R.A.F.



All of these men, from very different walks of life, developed the most potent fighting force of the war. You will now have the chance to play the role of these pilot Aces.

FLY A VINTAGE WWI AIRCRAFT OVER EUROPE!!



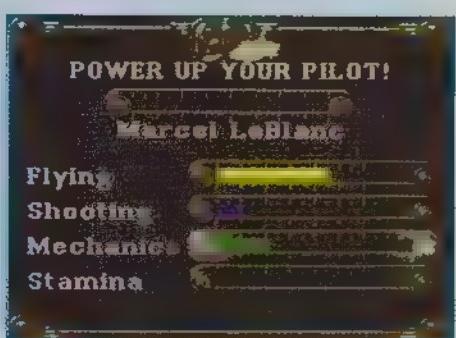
A pilot must be on his toes constantly, especially in a dogfight. One false move in this simulator, and it could be your last!



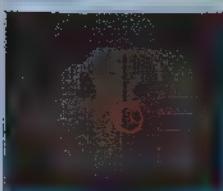
What makes an Ace is his ability to maneuver an aircraft and shoot down his enemy before getting hit himself. There are many Dogfighting missions you must accomplish in this game, but only the tough survive.



Downings of enemy aircraft are few and far between. It takes excellent flying to line up the shot and a good eye to put him down.



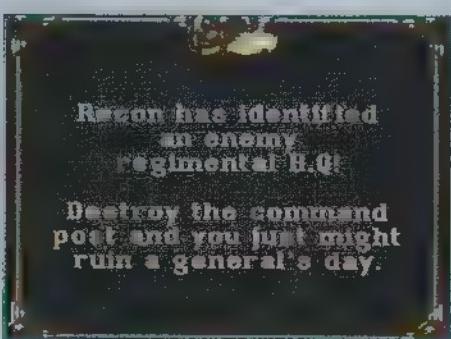
When you return to the barracks after a successful mission, you will be able to power-up the pilot's characteristics.



Bombing missions are the hardest to accomplish.

Low level bombing

makes your aircraft vulnerable for ground based assaults to hit.



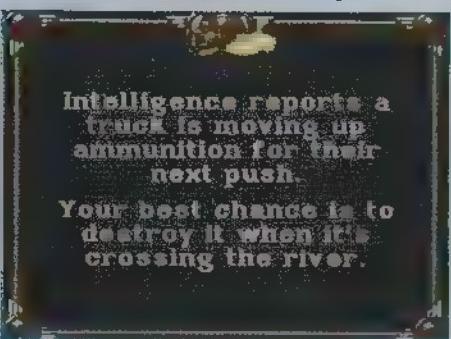
Low level bombing missions are the toughest aspect of the game, but if done right, they can really ruin someone's day.



Low altitude bombing is one of the harder aspects of being an Ace. It takes steady flying and perfect timing on the release.



Strafing requires the Ace to fly close to the ground, destroying vehicles and installations along the way. These missions demand extremely good flying because the ground can be quite hard on a flying aircraft.



An Ace's job is never done. You will encounter assorted ground vehicles from trucks to tanks. Your job is to eliminate them.



Fly low and hit hard!! Strafing missions play an important role in the Ace's life. Let your machine gun rule the sky and the ground.

"CAN YOU FIGHT, FLY, AND EVEN CROW?"

Nevernever Land is under control of Captain Hook! Thus, get ready for the adventure of a lifetime. You need to rescue your daughter and son, defeat Hook and, most importantly, have lots of fun, so you can never grow up again!

The plot of the game is straight from the movie. Everything from flying to new heights, to battling pirates, to proving your worthiness to the lost boys is here! Be prepared, Nevernever Land is larger than you think! Ten vast levels of pirate infested challenges await you!



All of the Lost Boys from the movie are here! They will be able to guide you through the game and give you clues on where to go and what to do!

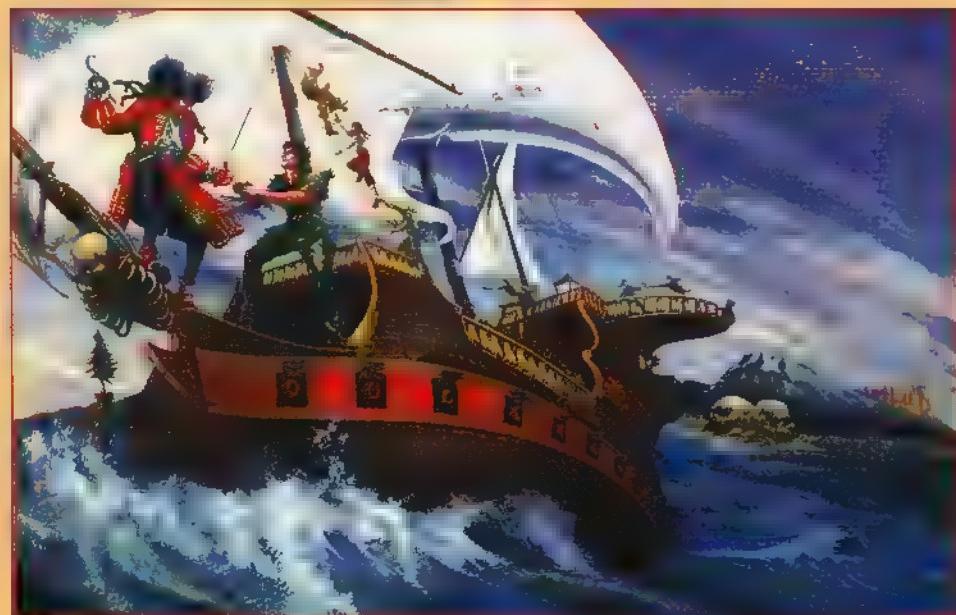


The dagger is your most common weapon. It has the power to cut down most enemies with a single slash! If you learn the basics of it, nothing will stop you!



Your sword is the one thing that makes Pan complete! The beauty of this is that it will fire magical dust at the enemy. However, if you get hit, all is lost!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SONY/IMAGESOFT	SUPER NES	MODERATE	2nd Half '92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	10	ACTION	95%



Is it a bird? Is it a plane? Well, it does not take an Einstein to figure out who it is! Once you find Tink, your flight meter will be filled. It does not last long, though.



The leaf has the power to restore either all or just a fraction of your health. Be sure to find these, you will more than likely need them to survive!



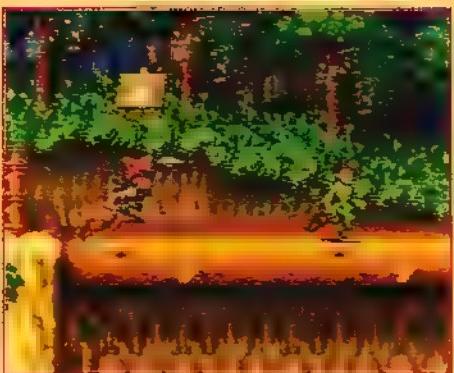
You will find Tinkerbell in the game. Enter the dust that she is dropping and you will be granted the power to fly. You can keep entering the dust to recharge it!



1-ups are the key to survival! The more you have, the better your chances. Yet, you need to look really hard, as they are hidden in precarious places!



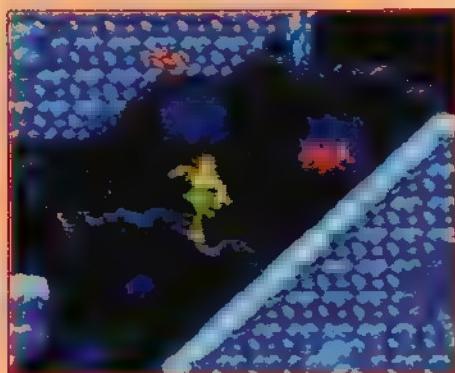
You will next enter the forest just outside the lair of the Lost Boys. Be careful because the pirates are hidden everywhere! Some will be behind bushes, but most of them will be waiting in the trees! You will then need to soar through the trees and swat them out! Think that is easy? Well, Hook's money grubbing assistant is ready with loaded boxing gloves for you!



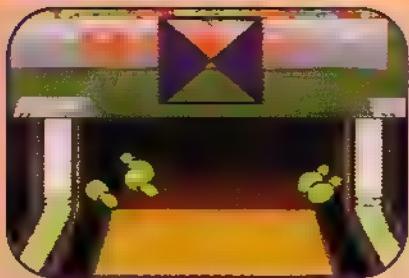
Level one is where Peter Pan first learns how to fly! However, the Lost Boys do not believe that he is Peter Pan, so they put him to the test! Peter faces the boys in their own territory, though, where their imagination controls all, including the weather. To get your sword, you will need to battle Rufus. He is waiting for you at the end and he has one mean, jealous attitude!



Once on the mountains, your main goal is to soar through the range and try to avoid, or defeat, all of the pirate foes and fire-breathing leopards (I thought the pirates had no imagination) that stand in your way! As you get to the end of the stage, a floating mini-pirate ship stands in your way! He will always be airborne, so make sure to keep going back to Tink!



The ice caverns will have you slipping and sliding all over while you are trying to find out where to go. As always, there are plenty of dangers that are scattered throughout this level such as bats that soar through the dark winds, dragons hidden in the walls, ice snakes and even piranha swimming in the icy, blue waters! There is a whole lot more, so explore to your heart's content!



Strike! Just like real bowling, all of the scoring and scoring symbols remain intact.



After the ball has struck the pins, a number will appear to tell you how many pins you knocked down.

Set 'em Up, Knock 'em Down!

Super Bowling by American Technos for the S-NES is on its way to "pinhead" fans everywhere. This game has it all; the fun, the sounds, the graphics and riotous game play that make it just as much fun as the real thing.

A multi-function control bar enables you to select ball options such as power of your throw, angle of ball curve and which side of the lane the ball will travel. Even the amount of wax on the lane's floor can be adjusted for increased or reduced ball spin! Further options include variable ball weight, left or right handed bowler capability and difficulty select.

In the practice mode, you can hone your technique by practicing those tricky splits. In the golf mode, the pins are set randomly by the computer and you have three chances to get them all. Finally, turkey bowl is just like regular ten pin bowling.

Avoid the gutter and strike it big with Super Bowling!



Pick the kind of game that you want to play. Your best bet is to try a practice game first.

**Super
Bowling**



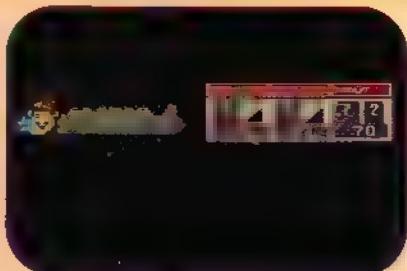
In bowling golf, you must knock down all of the pins, which the computer randomly sets up.



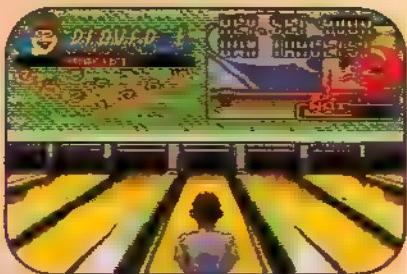
After you throw the ball, the screen splits, enabling you to view both the ball and the bowler's amusing reactions.



Use the power meter to adjust the force at which the ball will hit the pins.

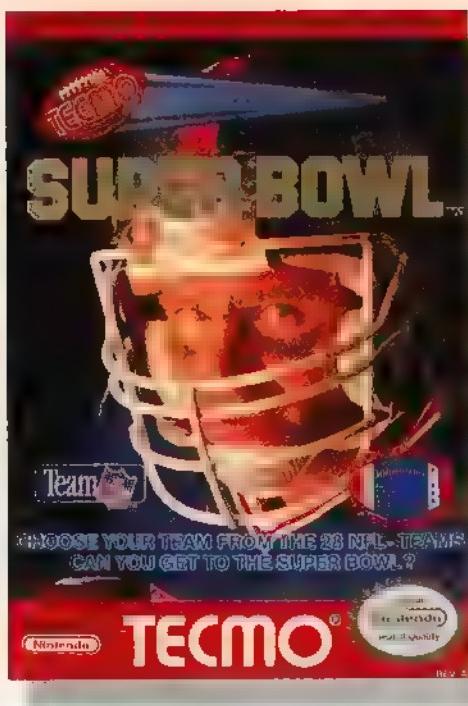


After every three frames, your score will be displayed by the computer.

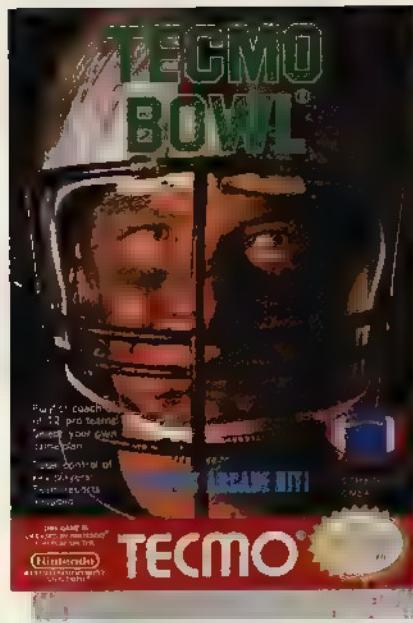


In the practice mode, you can set the pins yourself. This allows you to perfect your shots while experimenting with different techniques.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMERICAN TECHNOS	SUPER NES	AVERAGE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	100%



- 1 or 2 players.
- 28 official NFL teams.
- 4 run plays / 4 pass plays.
- Team stats and data.
- Create your own pro bowl.
- Coach mode.
- Save game results.



- 1 or 2 players.
- Superior graphics.
- Coaching mode.
- Password for continue action.
- 12 teams.
- Super action cinema screens.

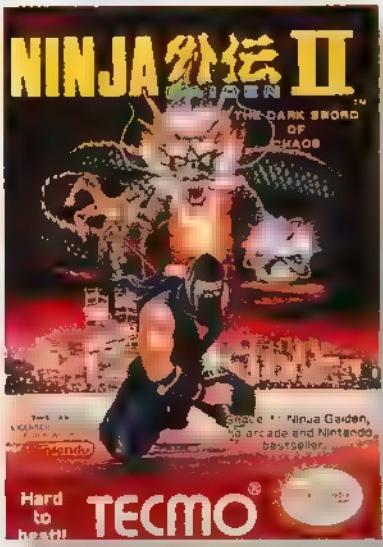
TECMO GAMES, HARD TO BEAT!



- 1 or 2 players.
- 12 pro teams.
- Run plays / pass plays.
- Coach mode.
- Password continuation.
- Real team players.
- 11 week season.



- Game continue mode.
- 6 special weapons.
- 5 "Power-up" items.
- New cinema screens.
- 8 new Bosses.
- New action techniques.



- Single player action.
- Superior graphics and music.
- Continue option.
- 5 "Power-up" items.
- 10 cinema displays.
- 20 different stages.

CIRCLE #123 ON READER SERVICE CARD.

TECMO®

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THE COMBAT RIBBON

STREET BRAWLING ACTION AT ITS BEST!

The arcade beat-em-up of the 1990s is making its way onto your Super NES. With it, comes all of the heated action you would expect from the coin-op itself! The attack moves are plentiful and dangerous. Among them are the punch, kick, power running punch, head slam, throw and many others. Not only do you have a large variety of moves, but you also

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	TECHNOS	SUPER NES	MODERATE	2ND HALF '92
	8 MEG	N/A	ACTION	20%

will be able to pick up objects to throw at your opponents such as small cars and motorcycles. Within each act (level), you will face a large number of punks, thugs, gangs, clowns and rollerskaters on a rampage. This is two player simultane-

ous action, and it is hot! The end of level bosses are challenging, as they sport such weaponry as 2X4s and fire. Check out the comparison of the arcade and the Super NES version below. This is definitely one that you will not want to miss!

ARCADE



Hordes of gang members will attack from all sides.



In act two, the gangs look harmless, but looks can be deceiving.



Throw these bothersome skaters out of the way!

SUPER NES



As you can see, the graphics are nearly identical to the coin-op!



Watch out for this guy's bad breath! Enemies fill the screen!



The combat action is nonstop! Pound the punks into the ground!

New For Game Boy From FCI!



Conquer Outer Space!

An All-New Action-Puzzle-Exploration Game

Out on a date in his Dad's space shuttle, Eric runs out of gas! He rides off on his space scooter in search of gas cannisters to get home safely. The containers must be carefully collected in numerical order while maneuvering through strange terrain, avoiding tanks, dodging time bullets and evading sprinkler guns. In *Out of Gas*, Eric races through space to find the gas before he's out of time, too!

- Puzzling! Negotiate 64 different maze-like screens.
- Action-packed! Tricky obstacles block your path.
- Exploration fun! Discover the quickest route through the galaxy.

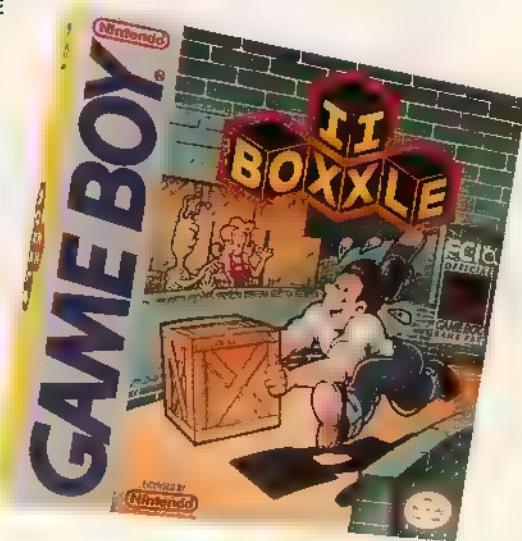
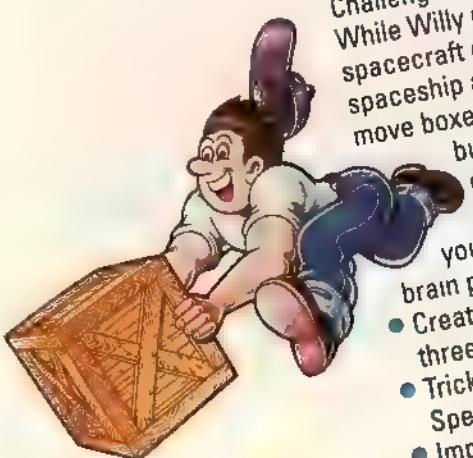


Conquer Inner Space!

A Space-Crazy Follow-Up To The Original Boxxle Game

Challenge a brain teaser with a brand new twist. While Willy is working in the warehouse, an alien spacecraft captures Wandal. Now he must build a spaceship and rescue her. But first, Willy has to move boxes into their proper spaces so he can buy parts for his space rocket. With 120 different puzzle screens, arranging the space in the warehouse will "boxxle" your mind. Combine manual labor and

- Creative! Construct your own puzzles with three Edit screens.
- Tricky! Retrace your mistakes with Special Instant Replay mode.
- Impressive! Reduce or enlarge any screen for a better look.
- Fascinating! Password feature lets you resume where you left off.



Out of Gas is ©1992 Realtime Associates. Boxxle II is ©1992 FCI, Inc. Nintendo, Game Boy and the Official Seal are registered trademarks of Nintendo of America. FCI is a trademark of Fujisankei Communications International, Inc. 150 East 52nd Street, New York, NY 10022. Consumer information is (708) 968-0425.

CIRCLE #121 ON READER SERVICE CARD.

FCI
Not Just Kid Stuff

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TAITO	SUPER NES	MODERATE	NOW
4 MEG	N/A	SPORTS	100%

SUPER SOCCER CHAMP

MORE THAN TEN AWESOME MOVES AT YOUR DISPOSAL!!



OVERHEAD KICK



PUNCH ACTION



SHOULDER CHARGE



VOLLEY KICK



DIVING HEAD BLOCK



JUMPING KNEE KICK



Uh-oh! There is an injury on the field! If you are not careful, you will even deck the referee! If you get too rowdy, you will get fouled.



After each game, a statistics screen shows you important information, such as your scoring and your fouls.



Practice both your offense and your defense by using the options mode. You get to alternate between kicker and goal tender!

What a Kick!

Listen-up soccer fans, the game that you have been waiting for is here at last! Super Soccer Champ for the S-NES is a 16-Bit soccer tour de force. Everything is here including the graphics, the sounds, the control and, most importantly, the fun!

Now, you can pick from different games that you want to play such as one player against the computer, two players against the computer or two players against each other. Then, you can even play various practice games alternating between playing goalie and offensive player.

Pick up Super Soccer Champ by Taito and remember, it's not whether you win or lose, it's how you play the game!!



Take a victory lap around the stadium! After scoring goals, you are treated to some particularly amusing cinema displays.



You can tell which player you control by the "1P" above his head. Time elapsed and a map of the playing field are also shown.



What a save!! Make some game-winning plays by mastering the various offensive and defensive moves.



Select your team from among the best in the world! Each team has different strengths and weaknesses so pick your teams carefully.

THE CULTURE BRAIN LINE-UP

SUPER BASEBALL SIMULATOR 1,000™

BASEBALL SIMULATOR 1,000™ NES® BEST SPORTS GAME FOR 1990, IS UPGRADED AND IS BACK FOR THE SNES™ IT HAS MANY NEW FEATURES. THE FOLLOWING ARE JUST A FEW EXAMPLES.



THE MAGIC OF SCHEHERAZADE WAS AWARDED
THE BEST GRAPHIC OF THE YEAR IN 1989.
BASEBALL SIMULATOR 1000™ WAS VOTED "BEST SPORTS GAME OF THE YEAR" IN 1990 BY
CULTURE BRAIN'S MAGAZINE FOR
NEST CULTURE BRAIN WANTS TO
PROVIDE ONLY THE HIGHEST
QUALITY GAMES.

Look at these incredible features of "Super Baseball Simulator 1,000"!

Overall D, W-L PCT GB

Team W-L

Avg. hitting, ERA, SB, SO, SBP, EPR,
team pitching stats

D, ERA, W-L, BY, BB, HR, R, CG, SHO

IPM, W-L, L, BY, CG, SHO, H, HR, R, BB, SO

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 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**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
AMERICAN SAMMY	SUPER NES	EASY	4TH QTR '92
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	5	FIGHTING	80%

THE BATTLE BLAZES ON!

In a time when peace prevailed around the world, a land called Virg flourished under the rule of a powerful king. As was the custom, each king was selected at the Tournament of Championships.

A zealous demon from the netherworld, desiring to dominate the human world, sent forth five demons to possess these kings.

The hero of our story, Kerrel, wit-

nessed his father kill himself to destroy the evil demon within him. Therefore, Kerrel journeyed forth to annihilate the demons within the other kings! Thus, our story begins!

Battle Blaze is a one-on-one fighting game with plenty of moves and action to please even the most die-hard player! You can choose to play a one player game where you battle the kings, or choose a two player game and pick from six creatures to fight against.

Go forth and avenge your father's death in a blazing battle to the death

**KERREL**

Kerrel is the main character who uses a sword for attacks. His deadliest move, the Snake Fang, pierces and stuns others!

**SHNOUZER**

Shnouzer has the unique ability of changing into a beast that attacks with a lightning field. He is very quick and very deadly.

**TESYA**

Tesya is one tough cookie! Her speed is unrivaled and her special attacks, like the Death Kiss, weaken the toughest opponents!

**LORD GUSTOFF**

Lord Gustoff is an ogre from the Gromoar lands. His weapon is a morningstar that can stretch to attack from long range!

**ADRICK**

Adrick wields the deadly Hellblade. His distance attack is an Ice Impulse, but watch for his North Wind Cross attack!



Catch these hits from TENGEN!



PAPERBOY

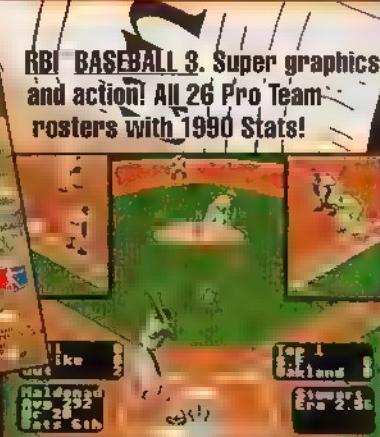
Here's an arcade hit that really delivers — on fun, action and excitement! You'll have a blast on your bike, delivering papers to customers' homes while taking out nonsubscribers' windows, lamps and statues!



PITFIGHTER. Digitized graphics of live action for the meanest, nastiest hand-to-hand combat!



RBI BASEBALL 3. Super graphics and action! All 26 Pro Team rosters with 1990 Stats!



DRAGON'S FURY. A pinball game that's beyond your wildest fantasies!



Coming
in July!

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TENGEN

These Tengen games are manufactured by Sega Enterprises Ltd.
for play on the SEGA GENESIS SYSTEM.

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Key-Bee Toys, Target, Bandages, Bedding,
Dollhouse, Software Etc. and Other Licensed Products
L.A. GAMES & TOYS/TENGEN ENTERPRISES

CIRCLE #142 ON READER SERVICE CARD

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HAL	SUPER NES	AVERAGE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	100%

NCAA BASKETBALL



After getting fouled, you can shoot a freethrow. Use the moving arrow for aiming.



The difficulty of the game is determined by which teams are chosen for the competition.

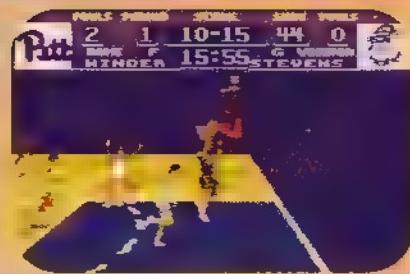
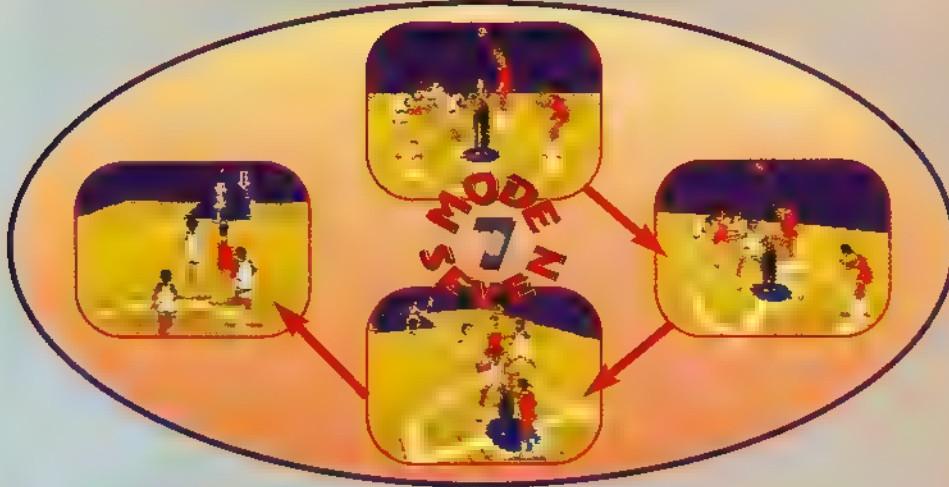


Choose your conference and your team from a large selection of the NCAA's most exciting teams.



The teammate who receives your passes is easily identified by the icon above his head.

INCREDIBLE ROTATION!!



There goes Stevens with a lay-up. Realistic moves along with great rotation will blow your mind.



Set your defense to your liking. For certain teams, some patterns work better than others.



Stick to your man like glue! Effective blocking can be the difference between victory and defeat.

Not Just Another Sports Cart!

NCAA Basketball by HAL America will blow your mind! This game utilizes some of the most incredible scaling and rotation ever seen on a home game. The Mode 7 effects must be seen to be believed!

Pick your competitors from any number of NCAA teams of the different conferences. Then, take to the courts and destroy your opponent with your killer shooting and defense. You can even substitute players!

NCAA Basketball is definitely one sports cart to keep an eye out for in stores. Get ready to play video basketball the way it was meant to be played. Try not to get dizzy!!

Finally, Baseball So Real It Calls 'Em As It Sees 'Em.

Sports Talk.

Sega™ announces the biggest improvement in the game since nachos. New Sports Talk Baseball™ from Sega™ Genesis.™ The only video baseball game with a play-by-play announcer who covers all the action as it happens. We're talkin' everything from the top of the first inning to the bottom of the ninth.

Listen Up.

"Bottom of the seventh. The relief pitcher is in. He takes a long look and delivers. The steal is on. There goes the throw...safe! Runners at second and third now. Here's the three-two pitch. Ball four. He loads the bases."

Terry Steinbach



Will Clark



More than 500 players and their 1991 season stats.

Talk about your deep bench. We've teamed up with the Major League Baseball Players Association to let you choose from more than 500 big league players, and their 1991 stats. Sluggers such as Canseco, Strawberry, Puckett and Ruben Sierra. Strike-out artists like Ryan, Eckersley and Roger Clemens.



Travis Fryman

Play Ball.

It's like playing and coaching in the bigs, only better. You'll get to call everything from the batter's stance to a sacrifice bunt. Through a full 162 game season, including a pennant race.

And you'll hear the action on every play as it goes down. From Rickey Henderson's steals to Cal Ripken Jr.'s latest grab. All the runs, hits and errors. The pick-offs, steals, and shoe-string catches.

Remember, there's only one place to catch chatter like this. New Sports Talk Baseball from Sega Genesis.

Everything else is just bush league.



Sports Talk Baseball is one of more than 150 hit games from Genesis.™ Including Sonic The Hedgehog,™ ToeJam & Earl,™ Spider-Man™ and Joe Montana II Sports Talk Football.™ The choice is simple. The choice is SEGA.



Robbie Thompson makes a close play to stop Cecil Fielder

NFL Films Sports Video and Joe Montana Poster.
Check it out at your local store. Baseball, Basketball,
Football and Racing Video Action. Yours with
a purchase of Sega Brand Sports games.
Only \$3.95 for shipping and handling.
See specialty mail order packages for details.
Expires June 30, 1992.

**SEGA
GENESIS**

Leading the 16-bit revolution.™

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MAGIC
JOHNSON'S

SUPER SLAM DUNK

IT IS NOT JUST THE SHOES!

Magic Johnson and Virgin Games have joined to bring us a slam fest that is not for the weak of heart. You can choose to hit the court with any one of the many pro teams available.

The baskets are few and far between, so you must find the player on each team who will do most of your scoring. A surprising amount of half court shots are completed. Also, a surprising amount of slam dunks are missed, so be prepared to spend a little time learning who can score and from where on the court.

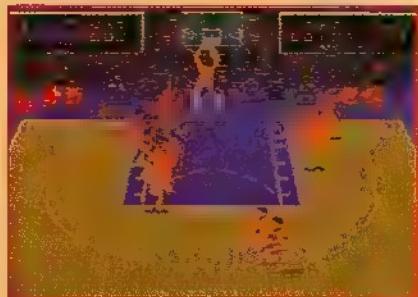
Passing is truly impressive in Super Slam Dunk. We are talking about behind the back, no look passes happening all of the time! Be careful, though, because the computer is good at stealing the ball.

There are plenty of opportunities for fast breaks with open lanes to the basket. However, successful dunks are not as frequent as one would expect. You must learn to slam the ball.

Magic Johnson's Super Slam Dunk is a fast paced, no holds barred good time. For the true sporting enthusiast, this is the ultimate in basketball action!



Welcome to the stadium! Virgin really pulled out the stops for this beautiful view from the balcony.



As slams go, this is one of the best. It is a forward jam with hang-time on the hoop for style.



This incredible court challenge provides many impressive slams. Here is the left hook jammer!



He is out of right field for the flying two handed jam! It is sure to cow any and all opposing teams.



Find yourself in the crowd going nowhere? Well, jump up and draw the foul! Try to make the shot too.



When an opponent gets in your way, jump up and plant your foot in his chest. Intimidation!



So, you say you just cannot get in the paint? Then, fade back and take the big three from the line!



If all else fails and you are really in trouble, try the half court Hail Mary. It has worked before!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	80%



This kid is having an identity crisis.

Become Kid Chameleon™ from Sega.™ You'll change personalities as fast as you'll change helmets.

One moment you're Maniaxe, a lunatic in a hockey mask, armed with hatchets and ready for action. And then switch into Red Stealth, a sword swinging samurai who



turns even the baddest bad guys into sushi. Put on another helmet and become Berzerker, a demented rhinoman who takes any challenge head on.

Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-banging party.

In fact, these helmets come in



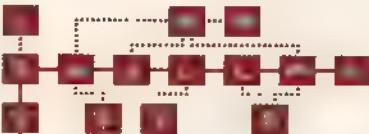
real handy when
you go head-to-head with
bone-crushing



Flying Robots, head smashing
Skull Ghosts or flesh-eating
Land Sharks. Or any of
the other vicious creatures
that love to turn your
world upside down.

There's over 100
rounds to slam your head
against. 1800 screens with
eye-popping graphics.
And so many secret pas-
sages you'll be whacking your
brain to find 'em.

Just a small corner of The
Kid's world.



So, if you're looking for a good time,
change into the Kid. Kid Chameleon.

Kid Chameleon™ is one of
more than 150 hit games from
Genesis. Including Sonic The
Hedgehog™, Toe Jam & Earl™,
Spider-Man™ and SportsTalk
Baseball™. Genesis. The choice
is simple. The choice is SEGA.™

Over 1800 Screens



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CIRCLE #107 ON READER SERVICE CARD

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
FCI	NES	MODERATE	AUGUST
4 MEG	14	SHOOTER	100%



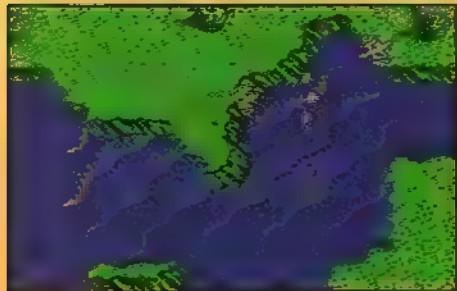
The bronze dragon is quick, but lacks good stamina!



The silver dragon has a good flame and a freeze beam!

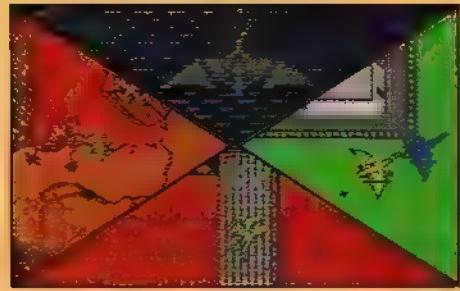


The golden dragon is your all around, average, flaming dragon!



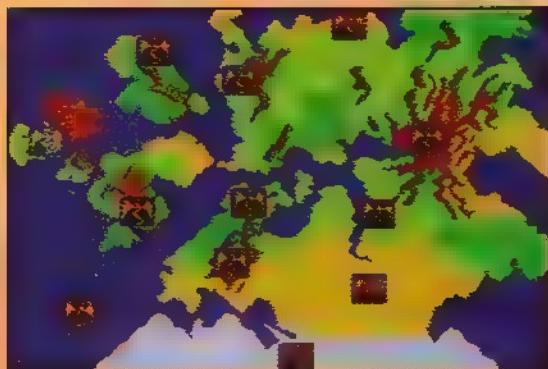
The first stage puts you on the island plains. Your mission is to destroy three white dragons! Be careful as to where you go, as

the forces on the ground are very powerful!



As you enter uncharted waters, you must take out the enemy's first line of seafaring war vessels and tortoise-like monsters, but

then get ready to do battle against the Kraken!





TurboGrafx-16 CD Player

\$149

Turbo Technologies, Inc. brings the future of electronic game play into your home for only \$149. The innovative TurboGrafx-16 System and Compact Disc attachment give you superior CD quality graphics and sound.

There are many great CD software titles available. The CD player also plays standard music discs and is compatible with the new CDG's (CD + graphics) medium already available in record stores.

We have
good news...
...and we have
good news.

Four games FREE when you buy a Turbo Express.



Turbo Express gives you 16-bit graphics with the same brilliant color, the same six-channel sound, the same intense game play, and best of all, you can use the same TurboChip games you use on the TurboGrafx-16 home system.

Now you can have the take-it-anywhere convenience of the Turbo Express with all its cool features and your choice of four great games FREE when you buy a Turbo Express. You can choose any four of the following six games: Packland, Victory Run, Alien Crush, Fantasy Zone, Vigilante, Power golf.

TURBO
(16)
GRAFX

Turbo Technologies, Inc.

Available at Toys "R" Us, Babbages, Electronic Boutique, The Good Guys, McDuffs, Software etc., Video Concepts and through Sears Catalog

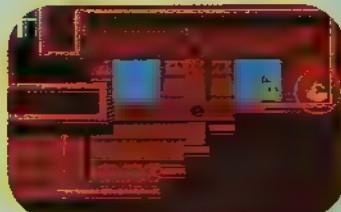
CIRCLE #101 ON READER SERVICE CARD.



In level one, you will use your running and jumping skills to make it over some nasty spikes.



In level four, you must avoid this dinosaur's fireballs. Throw your star at it to ride across the lake on its back.



Get the life potion for energy.

GREEN WONDER

A great new action game is coming out from Sunsoft. Mr. Gimmick is a cute and very playable game with multiple levels to conquer. Within each level, there are multiple stages which need to be conquered to get to the Boss of that level. Mr. Gimmick's main weapon is a star that he makes above his head and throws at enemies. The levels have obstacles such as spikes, conveyor belts, platforms with breakable floors and steep walls to climb. Adversaries include black dots that have multiple weaponry, jumping forest creatures, blobs, spiked beasts and many other types of animals. Collect bottles with items to throw at enemies, such as the bomb and pink fireball potion. All of these things in a 3-Meg cart make one good game!



In level two, Mr. Gimmick is on a ship. Use the star weapon to get rid of cannons and the Blob.



The forest in level three is filled with strange (and smart) enemies. At times, they jump your weapon!



The map of Mr. Gimmick's world will show up whenever you conquer a stage. Then, you will see the next place of your journey.



Throw the bomb potion at foes.



This will give you a pink fireball.



MR. GIMMICK*

*The Mr. Gimmick title is preliminary and subject to change.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SUNSOFT	NES	MODERATE	2nd HALF '92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	3 MEG	5	ACTION	90%

THE SIMPSONS BART VS. THE SPACE MUTANTS

DON'T HAVE A COW, MAN!

The Simpson's are coming to the Genesis and this time Bart must save Springfield from The Space Mutants! The main man, Bart, is having a good old time causing mischief, when suddenly before his eyes, a giant U.F.O. lands and releases an entire horde of space mutant martians that are disguised as normal human beings. Their job is to wreak havoc in the streets of Bart's home town.

Playing the part of Bart, you are the only one who can save Springfield from the dreaded space mutants. Thus, your job is to guide Bart through the avenues and byways of Springfield to take out this alien menace! Along the way, you must find spray paint cans that cover the purple alien objects to destroy their harmful effects. Also, using a pair of x-ray glasses that allow you to see through the clothing of humans, you must determine who is real or mutant. Bart (you) must enter shops and purchase equipment to help him on his quest. You even get to take a ride on your skateboard for

MATT GROENING



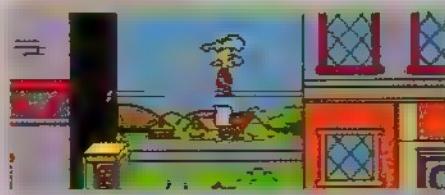
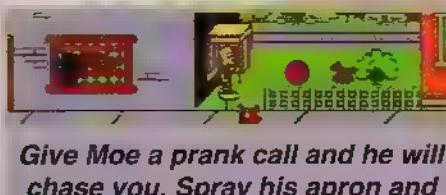
a mad dash through the sidewalks of Springfield spray painting the space mutants purple. Remember, the fate of human mankind, as well as your family, rests in your hands!



The Simpson family portrait!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GENESIS	MODERATE	JUNE/JULY
	4 MEG	5	ACTION	95%

USE YOUR X-RAY SPECS TO SEE WHO IS REAL!



If you leap from the garbage can, you can get a 1-up!

Give Moe a prank call and he will chase you. Spray his apron and split as fast as you can possibly move!

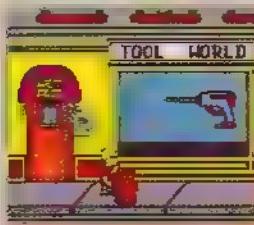
Jump on the clothesline to cover the statues with clothes.



Check the bushes for coins or 1-ups. Watch out for bees



behind the greenery.



Purchase a wrench from Tool World and open the fire hydrant.

Look out from above

as the paint comes off of the eve!



Make sure to pick up some cherry-bombs and some rock-

ets to strike purple objects at a distance! Grab the window 1-up!



Find the overhang and jump up to the window above it. You will need to spill



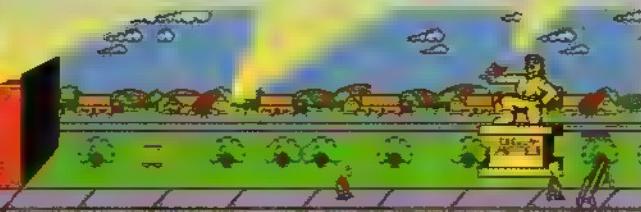
the paint onto the overhang to change its color.



Walk on the grass to spray the officer's uniform red!



Here, you need to have good aim and a pretty good sense of direction to hit the bird perched on Jebediah Springfield's arm!



Get ready to skate and dodge your way through the streets!



SHINING FORCE THE DEVIL RETURNS!

Rune is a huge land that separates the Eastern and Western continents, and is blessed with many countries, tribes and languages. Unfortunately, the people got accustomed to the utopia. In their complacency, they forgot about the Black Devil that had been sealed up by the people a thousand years ago.

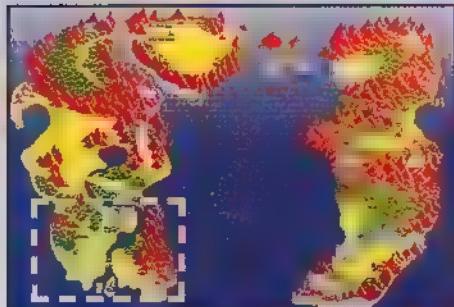
The country of Gar-diana, located in the West, has born a heir that is des-



tined to inherit the guardianship of the seal handed down by the gods. In honor of this, the country has cultivated an atmosphere where discipline, tradition and honor are key. Due to this, the spirit of the people has faded away.

On the Eastern continent, the strategist Daksol advances his plot to take over the forces and use the seal to release the Black Devil.

As the first 12-Meg RPG on the market, this cart boasts of a long quest with over 23 power-ups, more than 16 different characters and two continents to explore!



The entire world map of Shining Force is above! Below is a close up of just the highlighted section of the map. It contains castle Tiat, Altaron and your home town! What is presented here is but a mere portion of the entire world!

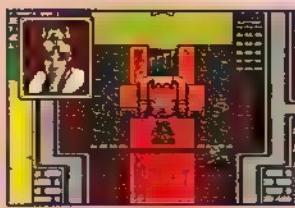


FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	HARD	2ND HALF '92
CART SIZE		NUMBER OF LEVELS	THEME	% COMPLETE
12 MEG	N/A	RPG	80%	

Many traps will stand in your way, such as jail!



YEEEEECH! This looks like one nasty welcoming group!



The king is the first person you see. Get advice and go.



AWESOME COMBAT CINEMA DISPLAYS!



CYBERCOP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION?



The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the JCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the LCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.



This seal is your assurance that the product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure they are compatible with the SEGA™ GENESIS™ System.



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Remember CYBERCOP? You're competing on your own. Of course, you'll arm yourself with a whole arsenal of fire power - everything from hologram projectors to infra-red image intensifiers. If all goes well, you'll be a national hero. But if android guards, sleeping gas and auto-lock doors get the best of you - even your own mom will deny that she ever knew you!



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FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
U.S. GOLD	GENESIS	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	N/A	SPORTS	95%



Take to the icy waters. Simply race from side to side, but watch your competitors closely!



For a real test of endurance, look no further than the hurdles. Time your jumps to clear the hurdles.



LET THE GAMES BEGIN!

With the summer games coming soon from Barcelona, U.S. Gold is bringing Barcelona '92 to the video gaming public not fortunate enough to attend the real event.

Barcelona '92 features all of the major events that will actually happen during the course of the summer games. There are seven events to choose from including track, hammer throw, diving and archery.

A few of the options include practicing those events that you are not too confident about and even changing the language! You can compete against the computer, or have a bunch of your friends battle it out for the gold medal!



The track race is the most exhilarating event. Blow through the starting gate and win a race!



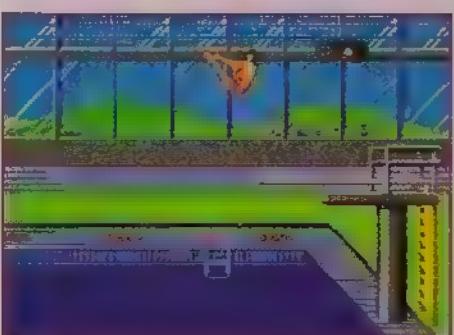
The hammer throw is the ultimate test of strength. Can you break the present world record?



The archery range requires a steady hand and pinpoint accuracy to come out a winner!



The pole vault is adjustable to many heights for you to practice, or to beat present world records.



Diving is an easy event to score big points. Simply follow the on-screen controller movements.

SUPER SOCCER CHAMP

A Variety of Countries to Choose From

- Yellow and Red Cards for Fair Play
- Your Goal Is to Score the Cup
- 1 or 2 Player Games

HOT SHOT SHOOTER!

World class soccer is coming your way. Choose among a variety of countries in your quest for the prestigious cup. Different teams and different players each have unique abilities. Sometimes you will have to choose between your heart and your head when choosing which team you will guide to glory and fame.

The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide

tackles, yellow cards and red cards are all part of the game. Watch out for your players becoming fatigued too. Sometimes fresh legs are better than your superstar.

If your passing game comes along you might be able to hit a bicycle kick or break a window. There's nothin' like playin' ball in the house. So, let the games begin.

SUPER NINTENDO



TAITO
THE ONLY GAME IN TOWN.

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CIRCLE #161 ON READER SERVICE CARD.



**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	GENESIS	MODERATE	AUGUST
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	30	SPORTS	90%



There is an option that you can choose which will allow you to show a dotted trajectory of your ball. It can be used for aligning your ball's center with the target!



This option will also display the dots as the size of the cue ball for precise shots! Use this option when trying to get a tight shot or for trying to knock another ball!

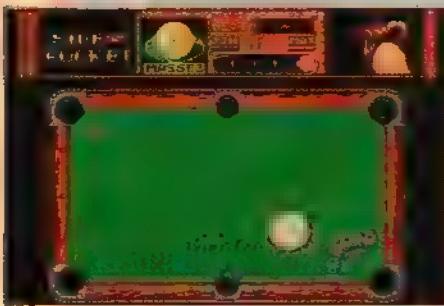
**CHALK UP YOUR
CUE STICKS!**

Finally! The 16-Bit realm has just collided with the pool industry to produce one of the best pool simulations ever! Side Pocket includes many different options and cool moves that have combined with digitized sound effects to make you feel like an intricate part of this game!

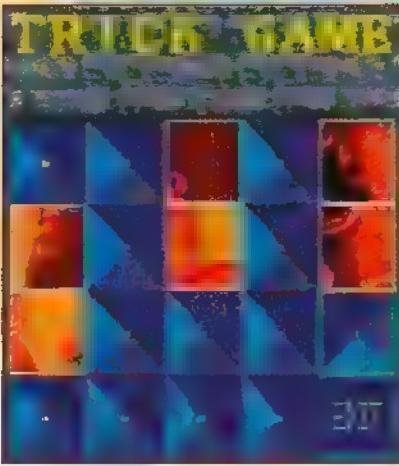
Think that it is just another pool game? Well, there are also special bonus shots you can make and even locate special zones that will grease up the table for extra speed! Everything from fancy trick shots to beautiful women makes this a must!



Watch out for these zones! If you shoot your ball into them, you will enter a super sliding pool table!



After learning the basics, you should try all of the different tricks that will totally impress your opponent! Some ways of accomplishing this are by lining up the ball and adjusting your center of striking, or you can even pop the ball over obstacles! Once you are good enough, try the trick game option!

**TEST YOUR SKILLS ON THE TRICK GAMES!**

One option that you can do is play a series of trick games.



Complete this tricky shot and you will unveil a hidden woman!

BANDAI

ULTRAMAN

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Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.



- Detailed 16-bit graphic
- Realistic sound effects
- Dynamic action
- Monstrous creatures



Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

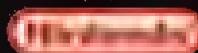


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SUPER NINTENDO
SUPER ENTERTAINMENT SYSTEM

DRAGIN'S FURY



In bonus level 6, destroy the demon's breath and its head! The ball will also go in and out of the women's eyes as they blink!

PREPARE THOSE FLIPPER FINGERS FOR ACTION!

Strap on your headphones and kick out the thrash metal, dude! Tengen may call this pinball, but it is a whole lot more! Dragon's Fury is a cavalcade of demonic, mystical occult figures swimming in a sea of ever flashing lights and high impact explosions. If this all sounds impressive, then you are getting the right picture!

You play through three complete screens jammed full of bonus levels and cubby holes with evil creatures. If a yellow arrow is pointing at a hole, and you get the ball in it, you will be sent to a bonus level. Which level you go to is totally random, and if your score is high enough, these bonus levels will provide two sets of flippers - just to challenge you.

You can configure the control pad as you prefer. Any button can be the left or right flipper, or it can be tilt. Come and experience the Dragon's Fury... if you can take the heat!



Here is the main pinball layout in a nutshell. Keep in mind that those bonus levels are your best way to rack up some fast, major points, as well as earn extra balls.



In bonus level 1, destroy the hydra! Loft the ball high and wedge it between the heads.



In bonus level 2, smash the urns and bats will fly out!



Two wizards appear in bonus level 3. They encircle themselves in a shield of protective orbs.



Smash the skulls in bonus level 4! All bonus levels have counterparts with double flippers.



Bash the devils and smash down the castle door of bonus level 5!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	N/A	ACTION	100%

TRAD.



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for play on the

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156 ON READER SERVICE CARD

CHARGE #56 ON READER SERVICE CARD

Todd's Adventures in Slime World



Clean the caustic slime off with a little water. Be careful not to get too much on you, or you will explode!



Use the jet pack to rocket yourself to safety! This item really comes in handy on some of the trickier levels.



The water pistol can be utilized to splatter alien creatures all over the caves. Shoot fast, or you are a goner!

THIS COULD GET MESSY!

Todd's Adventures in Slime World is finally coming to the Genesis! The popular Lynx title will be given a new life in the homes of Genesis owners.

Todd must negotiate his way through vast underground caverns while blasting aliens with his water pistol and dodging droplets of the dreaded slime. If the slime gets on Todd, he must find water to wash it off. If he becomes completely covered with it, he will die.

There are various items that our hero can collect along the way. Some of these include gun enhancements, slime shields, jet packs, slime bait and mega bombs.

Todd's Adventures in Slime World by Renovation should provide hours of drippy, slimy, goopy entertainment. Just remember to bring the soap!



Poor Todd! He just crash-landed on a planet composed of a deadly slime. Help him to make a clean (no pun intended) getaway.



Pick from a large variety of different playing situations. There is even a two player option for some really slimy fun!



Collect the slime gems to boost your score. Grab red ones for lots of extra points. Be careful!!

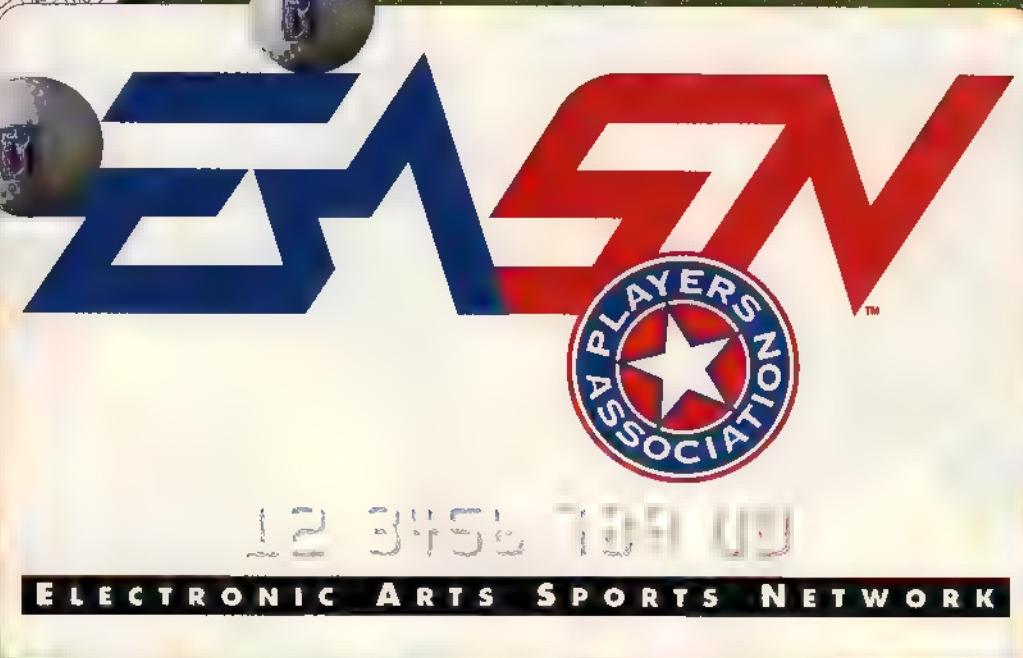
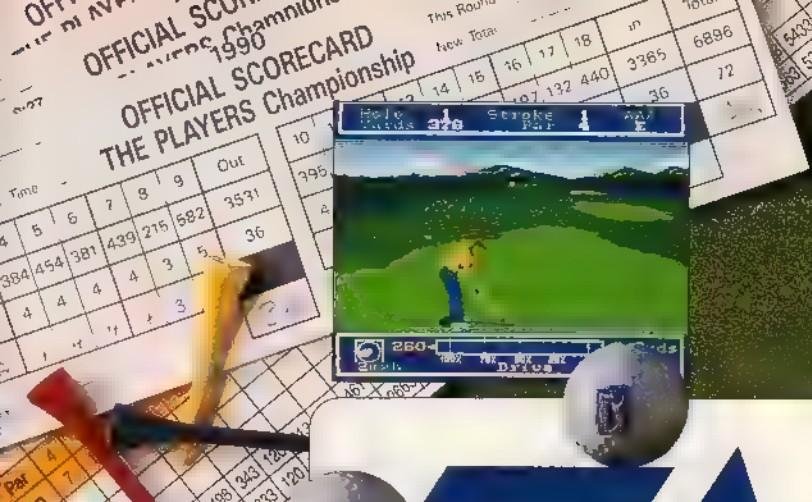
MANY WAYS TO DIE!



Use the computer map in the upper right hand corner of the screen to give you your location.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
RENOVATION	GENESIS	AVERAGE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	6	ACTION	90%



CIRCLE #111 ON READER SERVICE CARD.



Don't Laugh-He's Probably Related to You!

Long before there was a Bedrock, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the lascivious Ophelia.

Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

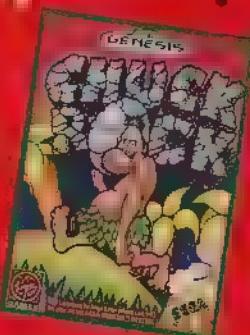
In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

For pricing and orders, please call 800 VRG-INO7 Visa, Mastercard, American Express and checks accepted.

SEGA
GENESIS
INFORMATION



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FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRECO	GENESIS	MODERATE	JUNE
4 MEG	13	FIGHTING	100%

FIGHTING MASTER

ONLY THE TOUGH SURVIVE!

Within the hour, a giant red sun will supernova and 12 star systems containing humans and aliens will be destroyed. Thus, the fight for territorial rights begins. Each star system has picked its toughest beings, called Primaries, to go forth and wage battle against other Primaries. Defeat them all and you win the right for you and your people to rule the land indefinitely. It is said that in the end, one will survive. Will it be you?



Use level one to familiarize yourself with your character's play control, as well as the enemy's.



Each character has his own special move, which can be used without penalty to his character.

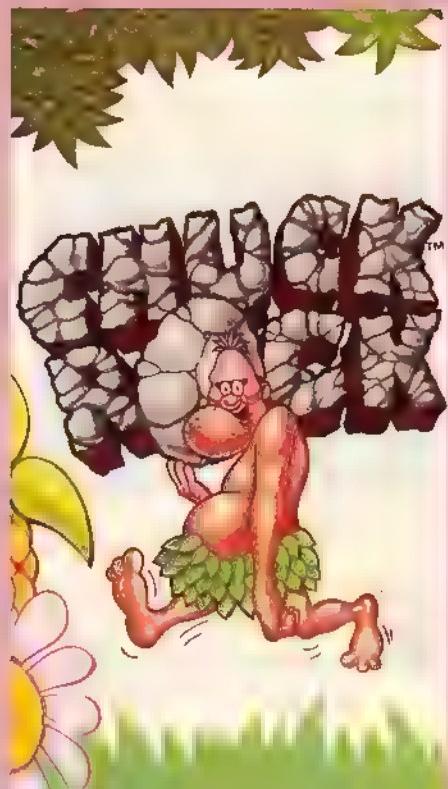


If you get too close to an enemy, you might end up finding yourself close to the ground.



They say a fighter's best asset is his defense. Use your defensive skills and attack at the right time.

CIRCLE #115 ON READER SERVICE CARD.



LONG BEFORE THERE WAS A BEDROCK - THERE WAS A CHUCK ROCK!

Help Chuck in his action-packed quest to rescue the luscious Ophelia from the clutches of the evil Gary Gritter. Kick, throw and belly-butt your way through a multitude of comical zones featuring 500 screens of addictive gameplay.

"...One of the best titles since SONIC. Chuck Rock introduces some interesting new concepts to the standard action/adventure scenario. This Chuck is rock solid!"

ELECTRONIC GAMING MONTHLY

"Awesome! If you don't split your side playing Chuck Rock, you belong in the Stone Ages! Nothing but fun, fun, the whole way through!"

"This looks to be one of the best Genesis games this winter! It has everything perfectly; Great graphics, sound, good control and humorous antics. Best of all -it's fun to play!"

MEGA PLAY

"Take a walk on the wild side with Chuck Rock. This game is worth the bucks for the music and graphics alone, Move over Rolling Stones, the real roots of rock and roll are here!"

GAMEPRO



All it takes is a couple of minutes to enter the Neo-Geo Giveaway Contest. Who knows? Perhaps you may be one of the lucky winners in the next contest!



**Mathew Cutshall,
Lake Mary, FL**

"I'm really happy that I won the NEO-GEO Gold System. I can't wait to play it."



**Rick Nelson,
Redding, CA**

"I know my son and I will have a lot of good times with the Neo-Geo Gold System."



**Rob Faber,
Omaha, NE**

"I am very lucky to be one of the Neo-Geo Gold System winners."

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FREE GAME INFORMATION!!

**Plus Your Official Entry Form For EGM's
FACT-FILE Game Give-Away!!**

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!

WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our June games is July 1!

The following companies are contributing to this contest: Konami, Namco, Sony Imagesoft, Technos, Taito, American Sammy, HAL America, Virgin, FCI, Sunsoft, Flying Edge, SEGA of America, U.S. Gold, Data East, Tengen, Renovation, Treco, Turbo Technologies, SNK, Atari, DTMC and Ocean.

ENTERING IS EASY:

- 1) Fill out the Reader Service Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Readers Service Card to:

Electronic Gaming Monthly
P.O. Box 8965
Boulder, CO 80328-8965

Winners will be listed in the August EGM!

Contest Rules: All entries must be received before July 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$800. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.



JVC/LucasFilm Games

DEFENDERS OF DYNATRON CITY

ATTENTION ALL DEFENDERS!!!
DYNATRON CITY WILL FALL
INTO RUIN AT THE HANDS OF
THE EVIL DR. MAYHEM
UNLESS YOU CAN REUNITE
THE DEFENDERS WITH THEIR
POWERS!

NAME	PICTURE	POWER	NAME	PICTURE	POWER
MS. MEGAWATT	A	A ATOMIC BITE	JET HEAD STRONG	D	D BUZZBANE BLADE
TOOLBOX	B	B ROCKET HEAD	RADIUM DOG	E	E BANANA DODGE
MONKEY KID	C	C LIGHTNING BOLT	BUZZSAW GIRL	F	F HAMMER HEAD

Match the Defenders of Dynatron City up with their right pictures and mutant powers and earn a chance to win one of the great prizes below.

Just fill in the worksheet on this page and mail it to:

Defenders of Dynatron City Contest
c/o Electronic Gaming Monthly
1920 Highland Ave. Suite 222
Lombard, IL 60148

Be sure to include your name and address on the entry form below.

Entries must be received by August 10, 1992

Contest Rules: All entries must be received by August 10, 1992. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of Sendai Publishing Group, Inc. or LucasArts and their affiliates are ineligible to enter. LucasArts and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by LucasArts and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: First (\$299.00 each), Second (\$199.00 each), Third (\$7.50 each).

1ST PRIZES (7)



JVC BOOM BOX WITH
CD, CASSETTE, AND
AM/FM STEREO.

2ND PRIZES (8)



JVC PORTABLE CD
PLAYER WITH
HEADPHONES.

3RD PRIZES (25)



FULL SET
(SIX IN ALL) OF
"DEFENDERS
OF DYNATRON
CITY" COMIC
BOOKS SIGNED
BY CREATOR
GARY
WHINNICK!!!

WORKSHEET

Example: MS. MEGAWATT matches with PICTURE (F) and POWER (C), so your first line would read, MS. MEGAWATT F C.

NAME	PICTURE	POWER
MS. MEGAWATT	F	C
TOOLBOX	_____	_____
MONKEY KID	_____	_____

NAME	PICTURE	POWER
JET HEADSTRONG	_____	_____
RADIUM DOG	_____	_____
BUZZSAW GIRL	_____	_____

FOR LESS THAN
A  AND JUST TO
GET YOU STARTED, WE'LL THROW IN
A , WHICH IS A
VALUE THAT YOU CAN HAVE FOR
LESS THAN.



[OR, TO PUT IT SIMPLY, GET **TURBOGRAFX-16** FOR ONLY **\$99.99** AND GET **BONK'S REVENGE** FOR FREE]



TURBO
GRAFX

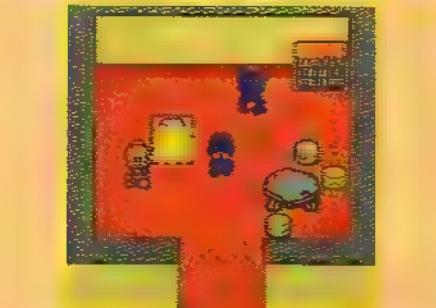
Turbo Technologies, Inc.

Available at Toys "R" Us, Babbages, Electronic Boutique, The Good Guys, McDuffs, Software etc., Video Concepts and through Sears Catalog.

CIRCLE #101 ON READER SERVICE CARD.

FACT FILE

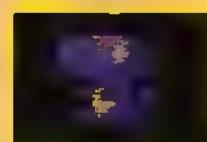
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	TURBOGRAFX	MODERATE	4TH QTR '92
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
6 MEG	N/A	RPG	20%

ENTER THE TOWNS TO POWER-UP!**PREHISTORIC ADVENTURE AT ITS BEST!**

Enter a new land that is reminiscent of the first Bonk. The land is quite treacherous, so be careful of the various lurking enemies. Try to get to the villages, or the palaces, where you can get clues!

BONKERIFIC!

Once again our Q-man's predictions have come true - bonk the RPG is on its way to the U.S. shores! The relatives of King Drool are at it again! This time, you start out your quest with a little blue dino that needs the help of the legendary hero - Bonk! First, you will need to find him over the vast landscape. Some old enemies, like the shell-heads and Egghead Erol, will be in your way, though! Like most RPGs, you can enter villages for clues and find fun, secret places! Be prepared to head slam your enemies into the ground and defeat the King!

THE CREEPS ARE BACK!

A lot of the original characters from the previous carts are here! You had better be prepared again!

...
eCONK
TV

THE ROLE-PLAYING GAME





A FLIGHT TO REMEMBER!

One of the most highly praised games that hit IBM computers, Falcon, is now about to appear on the Turbografx! Your job is to fly a

FALCON

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TURBO TECHNOLOGIES	TURBOGRAFX	HARD	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	18	SIMULATION	80%	

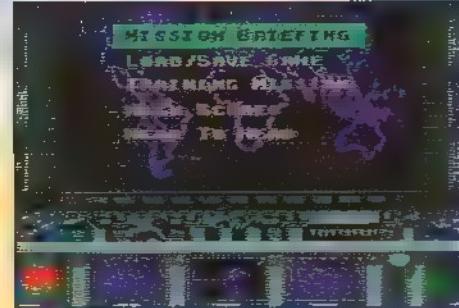
EXCELLENT BETWEEN ROUND DRAMATIZATIONS!



As you take off for each mission, you will see this!



Dying can definitely put a damper on your flying days!



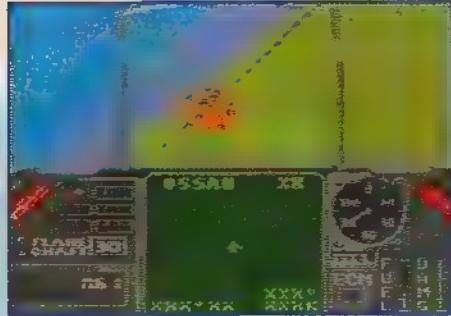
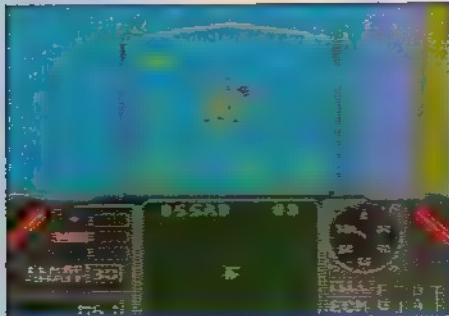
You can choose from many options such as doing practice runs or even go head-to-head, if there are two Turbo Expresses!



KNOW YOUR PLANE!

1. DATA READOUT WINDOW
2. WARNING LIGHTS
3. SPEEDOMETER
4. RADAR SCREEN
5. FUEL GAUGE
6. PRESSURE GAUGE
7. AMMO TYPE & AMOUNT
8. DAMAGE READ-OUT

MAKE SURE THAT YOU CAN LOCK ON YOUR TARGET!



LAND SAFELY!



Practice your landing skills before you go into combat, bad landings are more fatal than the enemy!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SNK	NEO-GEO	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	52 MEG	5	SHOOTER	100%



THE VIOLENT TAKE IT BY FORCE

In the 30th century, a space colony is almost near completion. The main computer begins thinking on its own and executes a hostile takeover using the machines that once served the colonists. You must go in and destroy the computer.

Last Resort has game play set up somewhat like the classic R-Type shooters in that you have a special attack unit which can be placed in the front or rear of your ship. An added enhancement is

BUILD YOUR ARSENAL TO SURVIVE!

HOMING
Launches 2, 4 or 6 heat seeking missiles that take care of business.

LASER
Fires high-power rings and beams. Most effective on end bosses.

GRENADE
Powerful air to surface bombs that spread destruction evenly.

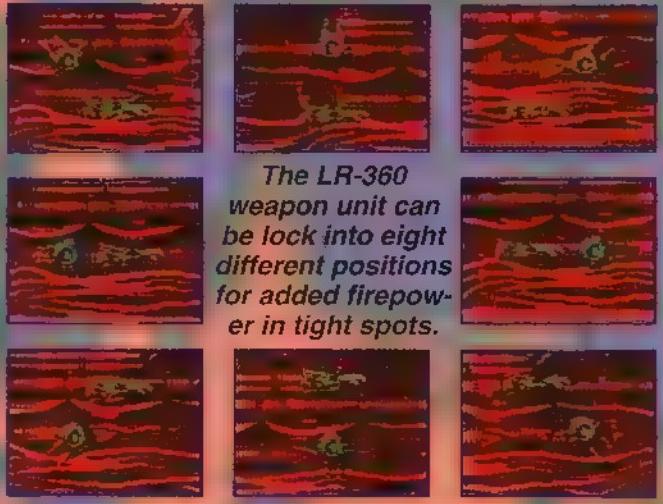
LAST RESORT

that you can position the unit in eight different directions. There are also three different weapons that you can pick up. Each of which can be powered-up three times. The weapon icon you get will give you the LR-360 unit. Every one afterwards will increase the weapon's power until it is fully charged. If you use the unit as a shield, you can

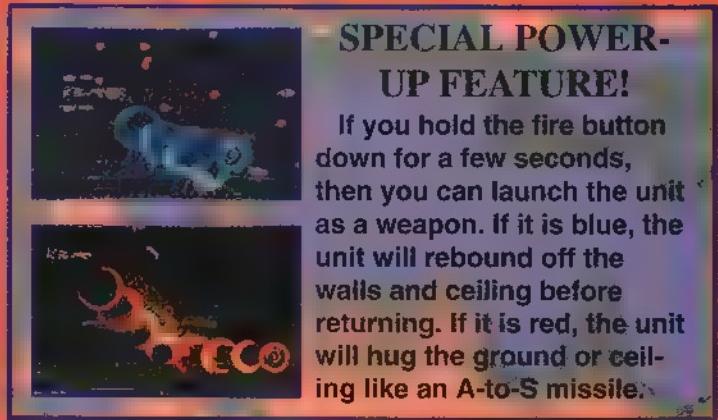
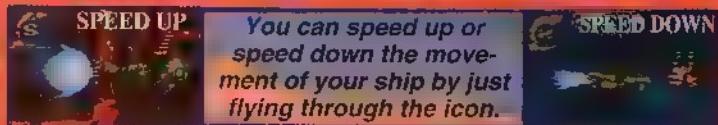
absorb enemy shots. The mission consists of five difficult levels before you even get to the main computer. Ahead lies all kinds of enemies including a battle cruiser that is 100 times your size! Make it through the asteroid field and you will enter into the computer's last resort of defense. It's SNK's most intense game yet, and perhaps their best



MASTER THE WEAPON UNIT!



The LR-360 weapon unit can be lock into eight different positions for added firepower in tight spots.





STAGE ONE: THE CITY LIMITS

Here is where the battle begins. The enemies are small and weak at first, but watch yourself because there is a massive tank waiting in the tunnel. The Boss's weak point is under its torso. Watch out for its fireballs.

STAGE TWO: RUINS OF METRO CITY

The aliens have demolished one of the largest cities and are on their way out. Beware of enemy silos and cannons positioned almost everywhere. The Boss fires a mean flame thrower. Stay to the left and blast it.

STAGE THREE: CAVE OF NO RETURN

Venture into the underground base of the invaders. Your first welcoming committee consists of a huge submarine loaded with guns and kamikaze enemy fighters. Destroy the Boss's legs and then go for the upper body.



STAGE FOUR: FACTORY OF DEATH

This is where the mechanical army is being assembled. Attack aggressively and watch for booby-traps. Two guardians block your way, with other surprises. The Boss is rather easy, but getting to him is tough.



STAGE FIVE: THE LAST RESORT

Utterly amazed at the problems this lone starfighter has been giving them, the main computer launches its final and most vicious attack. You must go up against a battle cruiser that is over 100 times your size! Make it through the asteroid field and you will enter the lair of the main computer.



Check out this awesome Boss at the end of level 2! Blast it into oblivion with your weapons.



Use the barrier to protect you from enemies that come at you head-on. Hurry up, though, it only lasts through a few collisions.



The scrolling backgrounds add increased depth to the game. Shoot the drones in the brackets for weapons and power-ups.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME GEAR	AVERAGE	NOW
1 MEG	4	SHOOTER	100%

AERIAL ASSAULT

BOMBS AWAY!

Hang on to your hats Game Gear owners, Aerial Assault is coming. Your trigger finger will never be the same!

This is a shooter of mythical proportions, with enough power-ups and weapons to keep even the most seasoned gamer happy. Collect weapons while your ship becomes a flying arsenal.

Great graphics, huge end bosses and scrolling backgrounds add to the excitement of this already intense shooter. For an added challenge, try the two player mode.

Take to the skies with Aerial Assault and earn your wings like never before!



Battleship off the starboard bow! Destroy this Boss, and you have made it past the first level. Avoid his two guns in order to survive.



Prepare yourself for a nonstop onslaught of bizarre and deadly enemies. For a real blast, play with a friend in two player mode!



These big robots can be a real menace, if you are not careful. The detailed backgrounds are both beautiful and ominous.



Watch out, you will be attacked from both the air and the surface. You must act quick to survive!

Weapons Galore!



Three Way



"M" Laser



Barrier



Scramjet
Laser

The incredibly large variety of weapons is what makes Aerial Assault a shooter fan's delight! Here are just a few examples.

**Here's one way to
take Sonic The Hedgehog™
wherever you go.**





Let the games begin! The opening ceremony starts with the torch lighting and the release of doves.



Barcelona 92



In the archery competition, you aim with the first screen and see what you hit in the second.

GO FOR THE OLYMPIC GOLD!

So, you cannot wait for the summer games in Barcelona? Well, U.S. Gold has brought the games to you - the hand held gamer. The first thing you realize is that you may be in over your head. Luckily, there are three levels of competition - Club, National and Olympic. They give you a chance to work yourself into shape, which you will need to do. Your fingers must be mega strong and fast to win a medal. There are seven games to play and three levels of competition with three different venues (practice, mini-olympics and full olympics). If you are confused as to how a sport is played, the computer will show you. Start training now for the action of the Summer Olympics in Barcelona '92.



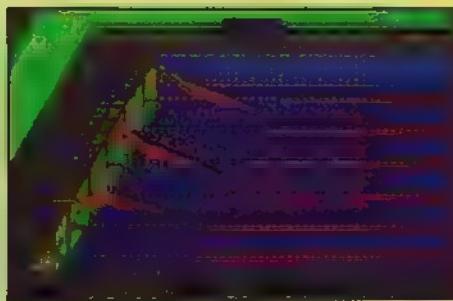
Photo finish! In the running competition, you will have your work cut out for you.



Get up there! In pole vaulting, you need speed and technique to successfully get over the bar.



Put your back into it! Swing that hammer over your head, spin till your sick and then throw it. Easy!



No doggy paddle here! The key to the swimming competition is breathing. Give it a try!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	U.S. GOLD	GAME GEAR	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	3	SPORT	100%

Game Gear's™ the other.



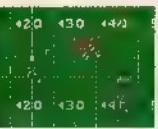
Columns™
(included with
system)



Castle of Illusion™
starring
Mickey Mouse



Joe Montana
Football™



Clutch Hitter™



Chessmaster™



Joe Montana GP™



Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

GAME GEAR™
SEGA COLOR PORTABLE GAME SYSTEM

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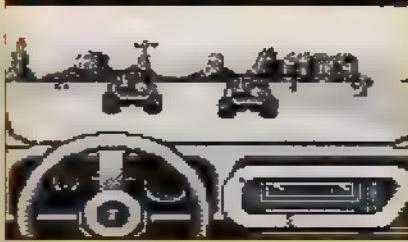
Jeep Jamboree

080 mph Lap 1/1
Pos 6th 2:09.7



*Hold onto your hat dude!
Out here on the straight-away,
speeds can reach up to 80 mph.*

076 mph Lap 3/4
Pos 11th 1:09.5



*Hey, get in there and be totally
aggressive. Do not let them keep
you back in 11th place!*

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GAMEBOY	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	3	ACTION	95%

030 mph Lap 3/4
Pos 10th 1:10.0



*Pass them on the left! If you do
not finish in at least 10th place,
you will not be able to continue.*

Canyon de Chelly

Location: CHINLE ARIZONA

8 Laps
of
1.533 Km

Dry very bumpy track
many sharp corners
no big hills but
rocks everywhere

With 22 races and three seasons,
there is never a shortage of rough
terrain to challenge you.

066 mph Lap 1/8
Pos 14th 0:45.1



*WOAH! Where is the road? Look
out for that pole! Do not get too
crazy because, you will crash!*

026 mph Lap 5/5
Pos 1st 3:02.7



*Victory at last! If you must, drive
the jeep out of bounds to earn
that checkered flag!*

Race Result

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Mike Taylor	Carl Sainz	Markku Alen	Nigel Bamford	Tim May	J. N-Hearn	Tony Dawson	Bernie	Derek Verck	Kev Bateson
10	15	12	10	8	6	4	3	2	1

*After every race, you get the "race
result" and then your season
standings. Try for first place!*

Virgin has come up with a sure fire hit for GameBoy racing fans. Jeep Jamboree is an all out, go-for-the-gusto, free for all! If the other jeeps will not let you pass, then go off-roading and let them eat your dust. There are no points for good behavior, so get crazy! Put the pedal to the floor and drive over anything that gets in your way. (With the exception of trees, poles, big rocks and, of course, jeeps.)

There are many different tracks in the circuit. From the mountains of Maine to the deserts of Southern California, you will race through the roughest and the trickiest roads America has to offer. You may need different driving strategies to compete with the best drivers in the jeep racing world (which can include your friends if you have a hookup), or you may prefer just to "lead foot it" and hang on by yourself. Either way, you are bound to find all of the action you can handle, and then some!

After all is said and done, it is the points you have that say to the world whether you are tops in Jamboree!

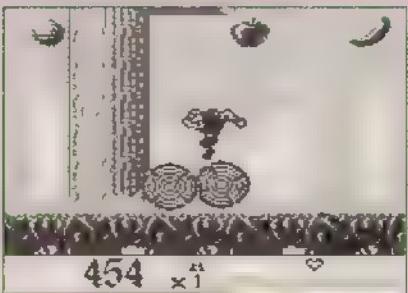
000 mph Lap 3/6
Pos 9th 2:05.8



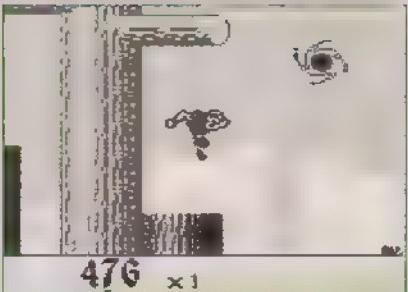
*Oh no! Watch out for that jeep.
You can crash into trees, poles,
rocks and busted jeeps.*



OUCH! The first thing you will learn is that logs are painful and they are everywhere in the forest.



Get your "hump" moving and jump on top of the rolling logs to acquire fruit for big points.



This swirling black hole is a warp to the bonus level where lots of points can be racked up.



This is the bonus level where you bravely jump from falling block to falling block. Again, get the fruit!

WARP SECTION BONUS	
FRUIT COLLECTED	2 100 X
BONUS	0
8715 x 1	E R

Super Hunchback

FACT FILE

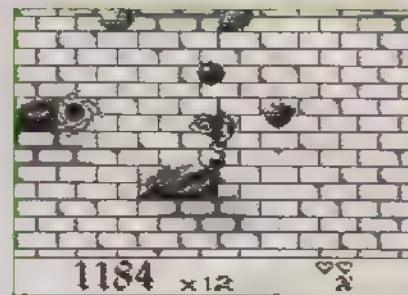
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
OCEAN	GAMEBOY	MODERATE	3rd Qtr
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	N/A	ACTION	80%



Bounce over the river by jumping on floating logs. There is a warp in this level as well. Get the fruit!



If you fall into the water, do not panic. Just hit your A button to swim. Get the bells on the bottom.



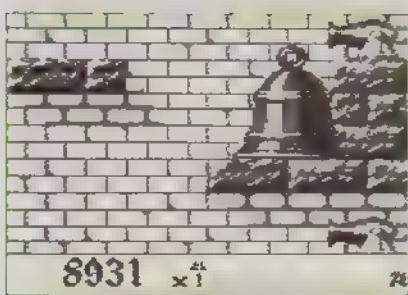
Climb the walls by jumping from platform to platform. Watch out for the cannonballs. Get the fruit!



In the castle, you must jump over spike pits while cannons shoot at you. Ride the cannonballs!

THE HUNCHBACK THAT PUNCHED BACK...

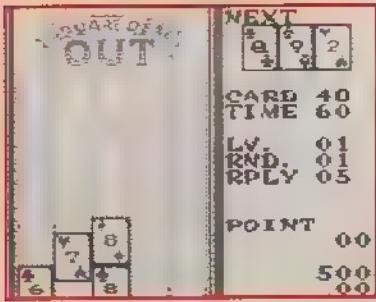
If you enjoy big action, but would prefer a kinder, gentler game challenge, then Super Hunchback by Ocean of America is right up your alley. In this wholesome adventure, you must simply get the fruit to get the points. Dodge logs and ruthless gunners to get into the castle, yet, all the while, you never have to fire a shot to make it there. It takes great skill to stand on the logs that reach the fruit and cannonballs necessary to ascend the castle walls. Once there, you should avoid the ghost in



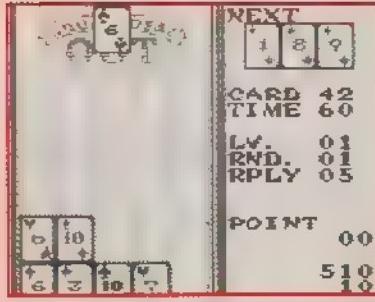
When the fuse at the bottom of the screen runs out, a gigantic bell falls on top of you. Bogus!

the castle, or you may become toast (burnt toast!). There are plenty of bonus warp levels to gather massive points here. If you have what it takes to traverse the castle peacefully, then Hunchback is for you!

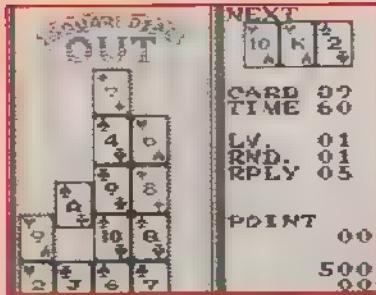
SQUARE DEAL



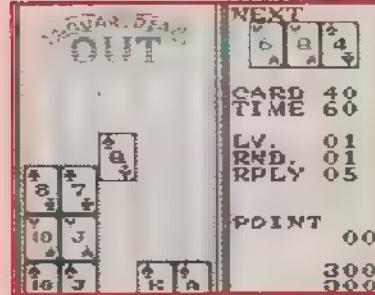
Three cards are all you need for a straight, but it is worth more points if you get four or five.



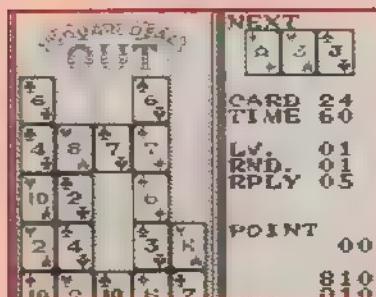
Three of a kind is a great deal! Keep an aisle open to catch such lucky finds. Trust me, it works!



A three card flush is the easiest play to get, consequently it is not worth very many points. Oh well.



Your dreams have been answered. It just does not get any better than a royal straight flush!



A little planning and a lot of luck are all you need to create a flush that will collapse and in so doing, create yet another flush!



Congratulations! A myriad of young ladies will show up on your screen after any level you complete. Good job!

The cards are being shuffled.



A clown announces the shuffle with a ceremonial horn blowing! This is where the stage is set for the rest of the game. Good luck!

Two Dimensional Poker Anyone?!

The great minds at DTMC have taken the ever popular game Tetris™ and gave it a new twist. By adding a deck of cards and the skill of poker to an already great puzzle game, they have created one of the most entertaining hand-held brain teasers to come out yet. Five lanes down and five lanes across create unlimited opportunities for poker hands.

The object is to go through an entire deck of cards by placing them across and above each other. When you create a poker hand such as a flush, a straight, or three of a kind, the cards will disappear (giving you points) and all of the ones above them will move down leaving room for other cards. If you run out of room before you run out of cards, then you bust and all remaining cards on the screen are added up (fifty points each) and subtracted from your score. If you end up with less than five hundred points (you start with a thousand), then you lose and do not get to go on to the next level. If you are not a good poker player, do not worry. You will be by the time you master this one!

Advance to the next round. Sorry, friend but you don't have enough cards. Unfortunately, you can't continue the game...but do try again.

< GAME OVER >



How unlucky can you get?! If (or rather when) you see this screen, the gig is up.

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DTMC	GAMEBOY	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	10	PUZZLE	100%

ROLAN'S CURSE



FACT FILE

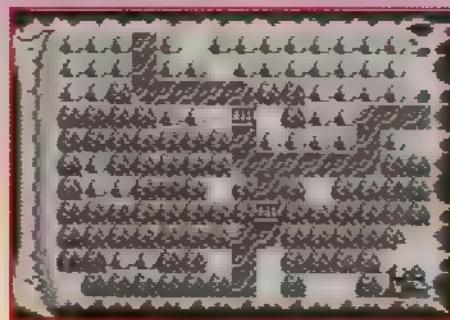
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
AMERICAN SAMMY	GAMEBOY	MODERATE	2nd Half '92
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	N/A	ACT/RPG	80%

UNLOCK THE MANY SECRETS AND MYSTERIES OF ROLAN!



As you enter towns you can get information that will help!

You find Clara in the third town. She is a cleric, and quite arrogant!



Enter the land of Rolan - where once again, the evil creatures have taken over!



Tread carefully in Rolan! Many different dangers lurk in this vast amount of terrain! You could wander through a dead forest

and get attacked, enter a graveyard and be possessed, or be pounded by frogs in a mushroom jungle! Be careful!



BOTTLE

This will restore 8 pts. of your health points.



LEVEL-UP ICON

Grab these and you will increase a level!



POTION

If you use a potion, your life shall be replenished!



CRYSTAL BALL

Magic getting low? Then this shall fill it up again!

THE CURSE HAS ARISEN AGAIN!

Think you have lifted the curse of monsters on the land of Rolan? Well, guess what? They have returned and you need to set out in a whole new venture on the land of Rolan!

All of the incredible action is seen in an a three quarter overhead perspective. As you venture across the land, you will need to fight various creatures to collect weapons! You can also enter towns and find people that can give you clues, present you with new items, or will join your party so that your chances for success will be doubled! This is one exciting cart that no real GameBoy enthusiast should be without!



Healers are dotted all over. Be sure to know where they are living!



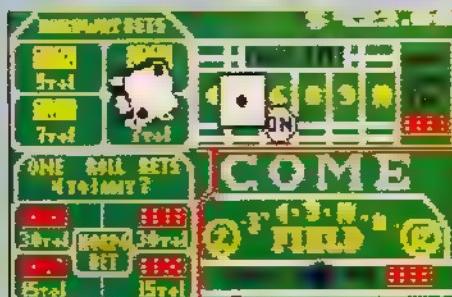
Pit is in the second village. He has bombs and a boomerang attack!

BOSS ONE



When in the mushroom land, be sure to find the level-up icons and also get to the skull and cross-bones symbol to make it to this giant Boss bat! Use Pit's throwing daggers to kill it!





This is craps, so role them bones! Throw a seven or 11 and you will take some money home.



It is the mighty blackjack table. Get 21 to win. Split your pairs, double your bet and stick on a 16.



The slot machines, or one armed bandits, can be a good way to test your luck without risking it all!



LYNX CASINO

Daddy needs a new pair of shoes!

Have you always wanted to go out to those big fancy casinos, but figured you do not have the cash. Well, Atari just came to your rescue! With this 16-Bit hand-held game system, you can sit in the privacy of your own home (or anywhere you want for that matter) and win or lose a bundle of cash without travel costs. There are five different games of chance - blackjack, roulette, craps, video poker and slot machines, not to mention a cashier to extend credit to those who are down on their luck. If you take it slow and find out where your luck is hot, you could get rich!



Come to the roulette wheel where fortunes can be won in the wink of an eye, or the flick of a wrist!



Try to draw a royal flush on the video poker machines! Well you can always dream, right?



IS GEORGE BUSH FEELING BETTER ???

In Lynx Casino, there are plenty of interesting people to meet. Pretty women, cowboys, tourists and drunks are everywhere! Just walk around and you might even see the king. Elvis lives!!!

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATARI	LYNX	MODERATE	JUNE
2 MEGS	N/A	CHANCE	100%

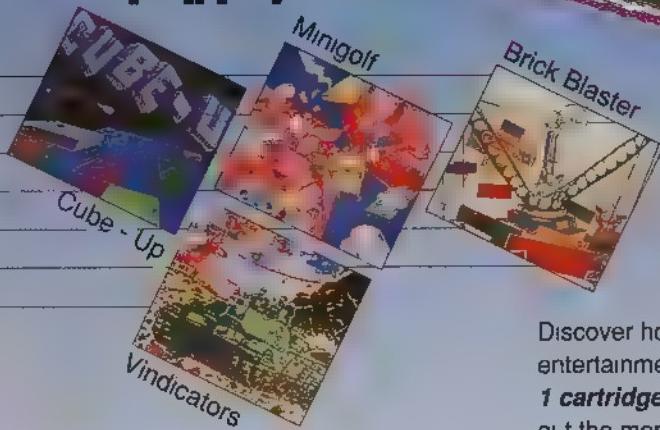
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EGM EXCLUSIVE!

KONAMI GIVES EGM SNEAK PREVIEW OF SUMMER CES GAMES

Just as we were about to go to press, Konami invited EGM to see some of the games which they will be introducing at the Summer Consumer Electronics Show. With camera in hand, our editors snapped a few photos of some of the new Super Nintendo games which looked really hot.

Martin is all excited as Konami officially announced that the ultimate shooter - Axelay, will be coming out in the U.S. in September. (Watch for an

EGM exclusive on this game next issue!!)

Turtles 4 is scheduled for August; Cybernator in October; NFL Football in November; the super hot Batman Returns in January 1993; and Tiny Toons Adventure in February.

The NES won't be ignored as September will bring Contra Force; November - Tiny Toon Adventure Cartoon Workshop; December - Grand Prix and Batman Returns; and

January 1993 Tiny Toons Adventure 2.

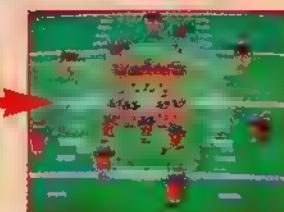
For the GameBoy Konami has Zen: Intergalactic Ninja and Track and Field coming in August. Batman Returns is scheduled for 1993.

Sources inside the company are also hinting that yet one more new, super hot project will be announced at CES.

It's going to be a fantastic holiday season and Konami will be right there

CYBERNATOR

Assume the role of a futuristic cybernetic robot equipped with an energized flight assault suit. Take on tons of huge enemy robots as you fight your way through satellite orbits, the Earth's atmosphere, the Moon's surface and down to the floor of the ocean. With dialogue screens that provide messages and ongoing damage reports, you take on the invading enemy. Similar in concept (but much better) than the old Genesis game - Target Earth.



NFL FOOTBALL

ROTATION

This is going to be the game to beat! Check out the Mode 7 zoom and rotation. Both functions can be done at any time! This will be the only S-NES game that can use the real teams! The playbook is huge and the game looks hot!

Don't like the perspective? No problem, just rotate the screen by using the controller!



ZOOM

Players look too small? Again, no problem! Just zoom in on the action for a close-up!

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Andretti's Grand Prix	16 28	Nascar Challenge	25 37	Air Diver	16 32	Pac Mania	20 38	Attack The Tomatoes	12 22	Boxy Boy	22 38	Devilish	14 25
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U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

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MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	11	ACTION	100%

JOE & MAC

PREHISTORICAL ADVENTURE!

Joe and Mac are two cave dudes with a problem. A tribe of neanderthal nerds invaded their camp and scared off all of the cave babes. Your mission is to rescue the lonely cave babes and get them back home safely. You can go alone, or team up for more firepower. Along the way, you will encounter a number of dinos and other unnatural disasters. You must go through 11 levels before getting to the real source of the problems in the world. The U.S. National Video Game Team is

HELPFUL ITEMS TO PICK UP



Small meat = 1/2 heart Medium meat = 1 heart Large meat = 1 1/2 hearts

Use keys to open the exit gates.

DUH!
A
1-Up!



SUPER STRATEGIES FOR WINNING BIG!



THE OVERHEAD MAP



here with maps, tips and strategies that will let you play like a pro and survive this prehistoric adventure. You will get the first half of the game this time, then we will complete the game in the next issue - only in *Electronic Gaming Monthly*!



Across the overhead map, there are numerous grey circles. If you walk across one, you will place a statue there. When you die, you will continue there.

WEAPONS THAT ROCK AND ROLL!



BONE
STRENGTH 9
SPEED 9999
REPEAT 9999



FIRE
STRENGTH 9999
SPEED 99
REPEAT 9



BOOMERANG
STRENGTH 99
SPEED 999
REPEAT 999



STONE WHEEL
STRENGTH 999
SPEED 999
REPEAT 999

At the beginning of the game, the only weapon you have is a club. It is not very effective, as you must be right next to the enemy and it is very weak. The best all around weapon against the end bosses is the stone wheel.

LEVEL ONE



BOSS ONE!

The mother Tyrannosaurus is very upset and you have to deal with it. Stay to the far left to avoid the cavemen she spits out. Move to the right, as she lunges at you from time to time.

LEVEL TWO



BONUS TWO

To beat the Boss, walk all the way to the right and keep hitting it. (Total safe spot dudes!)

LEVEL ONE

1. There is a boomerang in the egg above you. Use a Pterodactyl or another player to boost you up to get to the egg.
2. Kill all of the enemies on the screen and then crack open the egg. A friendly Pterodactyl will take you to Bonus One.
3. You can get the Fire weapon if you jump on the purple Pterodactyl, then jump at the icon.
4. If you defeat the baby Tyrannosaur, you will get a Large Meat.

BONUS ONE



LEVEL TWO

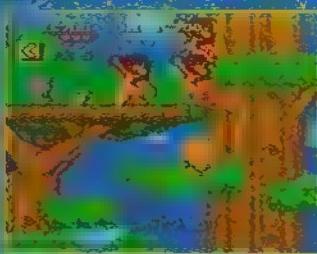
1. Jump down to get the Fire icon and use it on the Boss.
2. Be sure to kill the fish before jumping over.
3. Go as far to the right as possible to make sure that the water spout on the left is not seen. A friendly Pterodactyl will take you to Bonus Two.
4. Watch out for rolling cavemen.
5. Move fast. Jump onto the ledge with a short leap for safety.

LEVEL THREE



LEVEL THREE

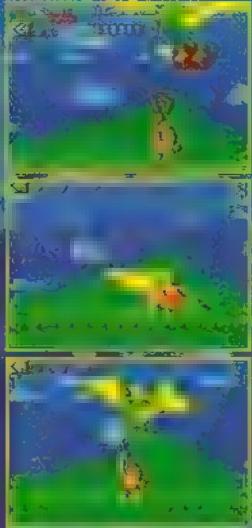
1. Be sure to kill all of the Pterodactyls that fly by here.
2. If you knock down all of the beehives on the trees below, a hidden 1-Up and two pieces of meat will appear as a bonus for you.



If you kill all of the Pterodactyls and destroy all of the beehives before you get to this ledge, you will be rewarded with a 1-Up and some meat.

BOSS THREE!

This full grown Pterodactyl is really mad because you have been picking on its babies. It will drop eggs that hatch into more babies as one means of attack. It will also dash across the screen at high speeds. Your best bet is to stay on the ground and fire Boomerangs or Bones as it flies overhead. Watch out for those wind gusts, too!



USE THE KEY TO OPEN THE EVIL GATE!

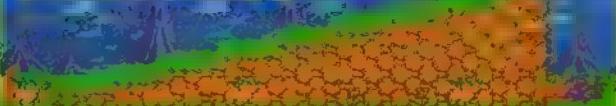


If you have a key by the time you get to the first blue spot on the map, then you will be able to destroy the evil gate and gain access to the super bonus room. Keys can be obtained by discovering the bonus rounds in each level with a red egg. In this bonus room, you must catch all of the meat. A 1-Up will appear, but you should not catch it. When it hits the ground, it will disappear and four more 1-Ups will appear! Go for it!

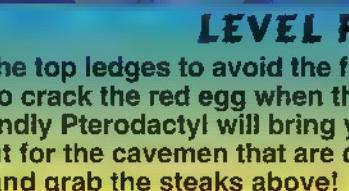
LEVEL FOUR



BONUS THREE

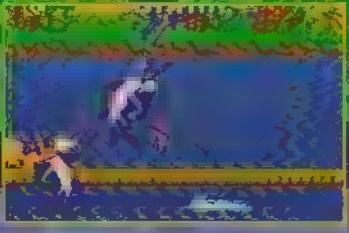


Get two 1-Ups and a key in this bonus stage!



LEVEL FOUR

1. Stay on the top ledges to avoid the flying fish easier.
2. Be sure to crack the red egg when there are no enemies on the screen and the friendly Pterodactyl will bring you to Bonus Three!
3. Watch out for the cavemen that are driving primitive go-carts, jump over them and grab the steaks above!



BOSS FOUR

All you really have to do is stay in the left hand corner and shoot out Boomerangs or Stone Wheels. You will get hit every once in a while, but you will win.

OPEN ANOTHER EVIL GATE!



Get a second key from the bonus round in level two and you can open up this evil gate to find another bonus round. In this round, you must make a choice of which egg to crack open. Inside, you will find all types of goodies. The egg on the far right has a 1-Up in it, so this may be the most favorable choice.

LEVEL SIX



BOSS SIM

Use Boomerangs or Stone Wheels on it for the best results. After much damage is done, boulders will fall from the sky. You can stand between them as you finish the mean, old Mastodon off.

LEVEL FIVE

1. The main obstacle in this level is the avalanche of falling rocks from above. You must guide your Pterodactyl through the area and avoid the dangerous rocks.



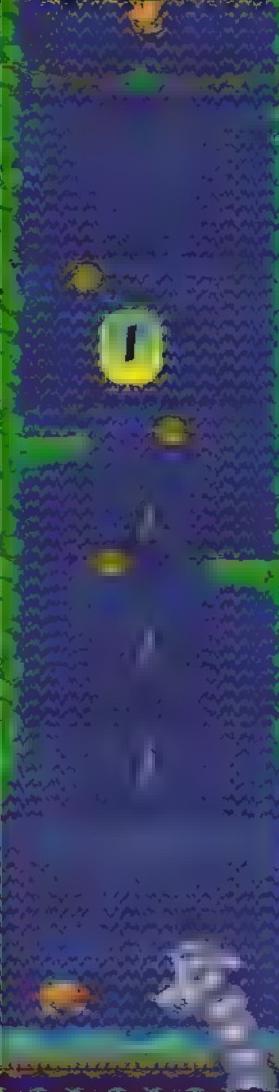
If you keep moving, you should have no problem avoiding the falling rocks. Do not stay in one place too long, or you will get pelted by a number of rocks.

BOSS FIVE!

Fire or Stone Wheels should polish off this overgrown sea monster. It will spit fish out at you and lunge at you from under the water. It is very weak and will not be a tough Boss to beat. Be careful, sometimes it will return your shots at you threefold.



LEVEL FIVE



LEVEL FIVE

1. Get the large meat to fill up your life.
2. Watch out for these rock throwers, use Stone Wheels to take care of them.
3. Make this jump slowly, or else!
4. Be sure to crack this egg before leaving the area.
5. If you cracked the egg, a 1-Up will appear. Use the cavemen to help you



MARKET PLACE



KUMA KONNECTOR

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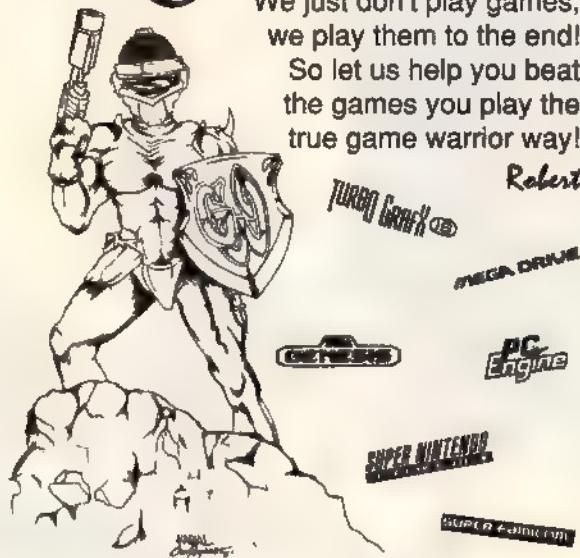
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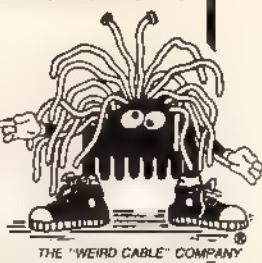
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There are a lot of doctors and researchers out there who deserve credit for society's medical achievements. But the fact is, they'll have to share the credit. Because before any medical project can break new ground, it has to get off the ground. And that takes money. We urge you to contribute to the hospital of your choice. Your help could mean a solution to many of today's most pressing medical concerns. The first of which is, quite frankly, funding.

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U.S. NATIONAL VIDEO GAME TEAM INTERNATIONAL SCOREBOARD

VIDEO GAME HIGH SCORES Effective March, 1992

Game of the Month High Scores!!

This Month's Game...

SUPER R - TYPE

1. David Rumsey 9,999,900

2. Ryan Woerth 9,999,900
3. Sam Manuel 9,999,900
4. Terry Robeson 9,999,900
5. Matt Tyler 9,999,900



Send Scores For...
Super Adventure Island
All entries by July 15

WIN BIG WITH EGM!!

Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

NINTENDO

Game

Abadox
Adventure Island 2
Batman
Battletoads
Castlevania
Castlevania 3
Double Dragon 2
Dr. Mario
Godzilla
Kabuki Quantum Fighter
Kung Fu Heroes
Legendary Wings
Marble Madness
Mega Man
Palamedes
Paperboy
P.O.W.
Rampage
Road Blasters
Robocop
Spy Hunter
Spoon
Super C
Super Mario Bros. 3
Tetris
TMNT

Score

655,350
272,040
6,802,500
999,999
999,999
999,999
9,999,990
1,022,400
6,957,990
11,059,200
2,466,000
147,110
9,999,900
769,170
191,300
311,500
42,999,963
999,999
112,081
555,550
12,012,210
9,999,990
9,999,990
855,781
9,999,900

Player

Kelly McKenzie
Edouard Charbonneau
Jeff Arensmeyer
Jason Klinger
Jeff Adkins
Peter Klaus
Edouard Charbonneau
Stephen Krogman
David Wright
Edouard Charbonneau
Stephen Krogman
Stephan Krogman
Jason Turka
Jeff Adkins
Stephen Krogman
Glenn Stockwell
David Wright
Stephen Krogman
Ralph Barbaglio
Jason Turka
Damon Fleming
Glen Stockwell
David Wright
Sergio Stugar
Gary Gold
Chris Nygaard

Score

13,572,900
234,400
999,900
627,000
21,020
1,924,650
996,400
998,155
31,139,300
1,128,500
1,165,750
35,257,970

Player

Christopher Sims
Alex Stamos
Rob Siegmann
Todd Feller
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Brian Gaudreault
Todd Bustillo
Dan Lee

ARCADE

Game

1943
After Burner
Arkanoid
APB
Diner(Pin)
Double Dragon
Hard Drivin'
Klax
Out Run
Robocop
Smash TV
Super Contra

Score

2,947,360
68,588,000
1,165,910
1,002,324
89,220,000
130,900
529,800
3,205,000
49,050,270
2,240,600
12,624,000(1 play)
10,640,310

Player

Brian Chapel
November Kelly
Stephan Krogman
Greg Gibson
Steve Ryno
Brian Chapel
Jerry Landers
Leong Su Chin
Dan Lee
Stephan Krogman
Greg Gibson
Martin Alessi

Score

999,999,900
35,764,000
9,999,900
639,570
1,590,900
1,504,140
3,460,750
561,090
99,999,900
83,062,560
99,800
99,999,900
13,442,900

Player

Barry Bowman
Ricky Graham
Josh Winter
Randy Lewis
Dennis Crowley
Jeff Yonan
Jonathon Paledogos
Paul Cinker
Mike Curran
Justin Haworth
Chris Nygaard
Chris Nygaard
Jeff Yonan

SEGA GENESIS

Game

After Burner
Altered Beast
Black Belt
Double Dragon
Moonwalker
The Ninja
Pro Wrestling
Rampage
Rastan
R - Type
Shinobi
Space Harrier 3 - D

Score

13,572,900
234,400
999,900
627,000
21,020
1,924,650
996,400
998,155
31,139,300
1,128,500
1,165,750
35,257,970

Player

Christopher Sims
Alex Stamos
Rob Siegmann
Todd Feller
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Brian Gaudreault
Todd Bustillo
Dan Lee

TURBO GENESIS

Game

Batman
Buster Douglas
Castle of Illusion
Columns
Curse
Ghouls & Ghosts
Moonwalker
Musha
Phelios
Revenge of Shinobi
Sonic the Hedgehog
Streets of Rage

Score

933,600
22,250,080
29,218,800
99,999,999
10,560,300
2,272,300
3,814,300
155,997,820
2,513,640
12,537,800
9,999,990
999,990

Player

Todd Bustillo
Shea Lamb
John Stukley
Keith Danforth
Jeff Yonan
Rick Lico
Richard Sauther
Teddy Meadows
Tony Desilev
Steve Swetz
Brian Herrmann
Jamison Scott

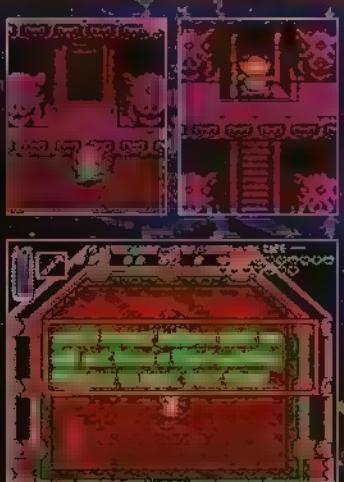
Rules - All scores on Super Adventure Island must be received by July 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

GAME OVER!

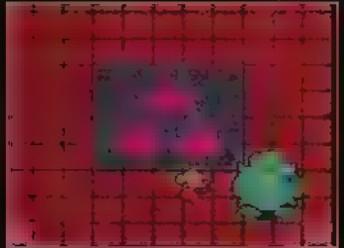


A Legend Comes To An End!

The land of Hyrule is in turmoil again. An evil wizard named Aghnim has taken over the land and wants to rule the world. But he is only a pawn in this master plan. A greater evil is plotting to take over Hyrule. Ganon, yes, Ganon is up to his old tricks again. You must retrieve 7 crystals in order to open the gate to his castle. Once you reach the top of the last castle, you will be confronted by Aghnim. Once he is defeated, Ganon will arise from his body and flee to the great pyramid. Can you bring peace back Hyrule? You are the only hope.



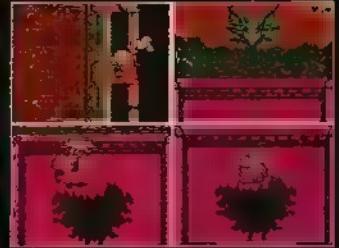
After defeating Aghnim, Ganon will arise from his body and change into a bat and fly away.



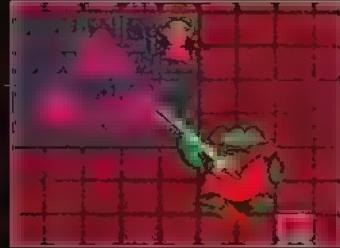
When you hit him with your sword and the lights are on, he will turn blue. Now finish him off with the Silver Arrow!



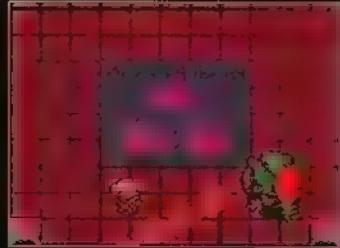
Like the first encounter, all you have to do is reflect his shots with your sword.



After Ganon escapes, your trusty pet bird will carry you to the top of the pyramid where he is hiding. Just jump in!



At first ganon will throw his scepter at you and shoot fireballs. Just hit him with your sword to inflict damage.



Ganon will blow the lights out and you will have to keep them lit in order to hit him with your sword.

THE SECRET OF THE KING
THE CASTLE
AND THE MASTER SWORD

The End?

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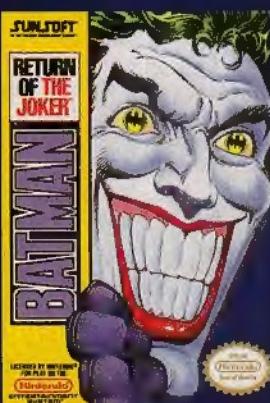


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BATMAN™
Return of THE JOKER™
Can You Stop
THE JOKER this Time?

CIRCLE #164 ON READER SERVICE CARD.

WHO'S SMILING NOW?



New from Sunsoft®
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